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Walt Disney's COMICS AND STORIES

COMICS COMMENTS

P.O. Box 2079 Prescott, AZ 86302

Dear Editor,

I've been collecting Disney comic books for over 11 years now, which is more than half of my life. But two or three years ago, I lost all liking for comics. The German **Micky Maus** became almost like one of those comics I never liked (publishing stickers with Mickey and the Ducks dressed up in the "latest" fashion, and so on). Unfortunately, they seemed to be successful with this.

Last year a friend of mine returned from a vacation trip with some Gladstone comics and I liked them from the first day on. Up to that day I only knew the most popular artists like Barks or Gottfredson, but ever since I found out (at the age of 8 or 9) that it wasn't Walt Disney, but different persons who drew the comics, I wanted to know who did what. Therefore, many thanks for giving credits in each issue. Also many thanks for those fantastic stories by Don Rosa, William Van Horn, Daan Jippes, and Fred Milton. My favorite story up to now (except for Barks stories, which will ever remain uncomparable for me) is "Metaphorically Spanking" by Don Rosa (**WDC&S** 531). The facial expressions are absolutely unique.

So far for the laurels, but I also have a few questions.

1) If I understand you right, you also publish a comic based on a TV series called DuckTales. Can I buy video tapes of it somewhere (German video format)?

2) Can you tell me more about the Gutenberghus Group? For example, how is it organized?

3) In Germany we have a comic series called "Abenteuer aus Onkel Dagobert's Schatztruhe" ("Adventures of Uncle Scrooge's Treasure Chest"). The stories follow the tradition of Barks' adventures and have the nice side effect of letting you get to know parts of the world without leaving your chair. Up to now there are six stories, each 44 pages plus two pages of inside information. I want to know if you have heard of them and if you plan to publish them one day.

4) Do you have any readers in the German Democratic Republic?

5) As far as I can remember (and that is quite a long time) I have never seen comics by Don Rosa or Fred Milton in any German comic book. Do you have an exclusive contract with them or is there another reason for it.

6) Are there any subscribers who live near me (if possible in the same town)?

Last, but not least, I wanted to thank Geoffrey Blum for his nice "Cross Talk" (since you now have 8 titles to talk about, how about two pages for this column?), and your frequent letter writer, Lars Ole Harthoj for his sharp-eyed remarks to some stories. And, of course, thank you all for giving me back the joy of reading comic books.

Uwe Lambach
Cappeler Gleiche 14
3550 Marburg
Federal Republic of Germany

Since your letter was so long and interesting, we'll keep our answers as short as possible.

1) The *DuckTales* series is available on video tape in this country, but we don't know if you can get them in the higher-quality German format. You'll have to contact your local video dealer for the answer to that question.

2) The Gutenberghus Group is headquartered in Copenhagen, Denmark, and is licensed to produce Disney comics in Denmark, Norway, Sweden, Finland, Iceland, England, and West Germany. As far as we know, the central office provides editorial services such as creating new stories and obtaining color separations, but each member country packages the offered material under their own imprint, in their own language, and in the manner they deem best for their market. What's interesting about Gutenberghus is that it's set up like a foundation. That is, the profits made are distributed to various charities and worthy causes.

3) Yes and yes.

4) Not that we know about.

5) No, any Disney licensee can use material created by any other Disney licensee. Many of Rosa's stories have been requested by Gutenberghus and may eventually show up in *Micky Maus*. Fred Milton's stories are produced by Oberon in the Netherlands. If you wish to see them in German, write to the German editors and request their publication.

6) Not in Marburg, anyway. Perhaps interested readers nearby will contact you directly.

This Issue's Credits.

Front cover Walt Kelly (originally published on *WDC&S* 45, 1944).

Donald Duck in "Unfriendly Enemies," written and drawn by Carl Barks, colored by Sue Daigle (*WDC&S* 289, 1964).

Scamp gag drawn by Al Hubbard, colored by Sue Daigle (*Scamp* 7, 1958).

Winnie the Pooh gag written by Don Ferguson, penciled by Richard Moore, inked by Larry Mayer, colored by Sue Daigle.

The Seven Dwarfs and Thumper, art by Roger Armstrong (with Carl Buettner) (*WDC&S* 45, 1944).

Snow White featurette text by Henry Mazzeo, illustrations by Hank Porter, colored by Sue Daigle.

Pluto in "July Jubilee," art by Jack Bradbury (*Mickey Mouse Almanac* 1, 1957).

Jiminy Cricket with Dumbo and Timothy in "Daredevil Dusters," art by Jack Bradbury (*Summer Fun* 2, 1959).

Mickey Mouse in "The Pirates of Tabasco Bay," written by Carl Fallberg, drawn by Paul Murry (*WDC&S* 191, 1956).

Donald Duck back cover gag by Bob Foster and Frank Smith.

NEXT ISSUE ON SALE AUGUST 8th!

Walt Disney's Comics and Stories (ISSN 0894-5284) No. 543, October 1989. Published monthly except January and May by Gladstone Publishing, Ltd., 212 S. Montezuma, Prescott, AZ 86303. **Second class postage paid at Prescott, AZ and additional mailing offices.** Copyright © 1989, 1985, 1984, 1964, 1959, 1958, 1957, 1956, 1944, 1938 by The Walt Disney Company. All rights reserved. Nothing herein contained may be reproduced without the written permission of The Walt Disney Company, Burbank, California. Annual subscription rate: $15.00 for ten issues, $18.00 Canadian and foreign, payable in U.S. funds. Printed in the U.S.A. **Postmaster: send address changes to Walt Disney's Comics and Stories, P.O. Box 2079, Prescott, AZ 86302.**

Walt Disney's

Donald Duck

UNFRIENDLY ENEMIES

THUD

WHAT'S THAT NOISE— A SONIC BOOM?

IT SURE ISN'T THE *DAWN* BREAKING!

BONK

HOME SWEET HOME

WDC&S 289

SOMETHING'S HITTING THE SIDE OF THE HOUSE!

THUMP BONK

WATERMELONS!

SPLOK

UNCA DONALD AND NEIGHBOR JONES ARE THROWING THEIR *GARDENS* AT EACH OTHER!

LAST NIGHT AT BEDTIME THEY WERE THROWING THEIR CHINS!

UNCA DONALD, HAVE YOU AND MR. JONES BEEN FIGHTING ALL NIGHT?

I DON'T REMEMBER—

SPLAT

YOU KIDS DISTRACTED ME! I FORGOT TO DUCK!

MR. JONES FORGOT TO DUCK, TOO! YOUR LAST MELON MADE HIS HEAD A DISASTER AREA!

WHAT STARTED THIS LATEST BACKYARD WAR, UNCA DONALD?

CHILDISH SNIPPISHNESS! THAT JONES NEVER GREW UP!

I GREW THIS SQUASH WHICH *LOOKS* LIKE HIM, AND HE GOT MAD!

WHEN DID YOU PAINT *HIS FACE* ON THE SQUASH?

JUST BEFORE HE GOT MAD! BUT LOOK AT WHAT HE THREW AT *ME*!

A DONALD DUCK *POTATO*!

YOU *FLATTERED* EACH OTHER! GET INSIDE AND ACT YOUR AGE!

HOW ABOUT SOME BREAKFAST, UNCA DONALD?

OKAY! I'LL MAKE PANCAKES!

WHY DON'T YOU AND MR. JONES SETTLE YOUR GRIPES BY *DEBATING* THE ISSUES?

CAN'T! JUST LOOKING AT EACH OTHER WE GET SO MAD WE *CAN'T TALK*!

THEN, YOU SHOULD CALL EACH OTHER ON THE *TELEPHONE*, UNCA DONALD!

WOULDN'T WORK! THE TELEPHONE WIRES WOULD MELT!

PLOP

GOOD NIGHT! LOOK AT THAT BATTER *SMOKE*!

WHAT'S IN THE STUFF?

SMELLS LIKE SINGED BAT WINGS!

HEE! HEE! THAT DUCK IS A NO-GOOD COOK! HEE! HEE!

JONES IS PEEKING THROUGH THAT KNOTHOLE! I'LL CHANGE THAT SNICKER TO A *SCREAM*!

NO-GOOD COOK! HEE! HEE!

OW!

OH, OH! THAT WASN'T JONES LAUGHING — IT WAS ONLY A *PHONOGRAPH*!

NO-GOOD COOK! HEE! HEE! HEE!

HAW! HAW! HAW!

JONES IS DOING *HIS* LAUGHING OVER THERE *OUT OF RANGE*!

HE'S NOT OUT OF RANGE OF MY HYDRAULIC *HOLE BORER*!

THIS UNDERCOVER DEVICE WILL *WASH* THAT SNICKER OFF HIS UGLY FACE!

HAW! HAW!

THAT DUCK IS MY PIGEON! HAW! HAW! HAW!

WHIRR

HAW! HAW! HEEE! THAT JONES IS *MY* PIGEON! HAW! HAW! HAR!

SUCH UNDERHANDED BATTLING IS STRICTLY FOR STONE AGE TYPES!

IF WE COULD ONLY PERSUADE THOSE CORNBALLS THAT MODERN FIGHTING IS DONE BY PEACEFUL NEGOTIATIONS!

OF ALL THE FIENDISH WEAPONS INVENTED SINCE TORPEDOS...

SPLAT

I CAN YANK THIS HOSE, TOO, BULLY BOY!

SPLAT

SPLAT

TWIRL

ROAR

SPLAT

THAT WILL AMUSE OLD MUSCLEBRAIN WHILE I WASH THIS *MUD* FROM MY HANDSOME PERSON!

ROAR ROAR

AFTER A HOT TUB I'LL GO OUT AND GIVE HIM THE OLD HA-HA!

DOESN'T THAT DUCK EVER GET *TIRED*?

OHO!

ROAR

SO IT'S TO BE *MECHANIZED* WARFARE!

I THOUGHT I FELT THIS TUB GIVE A *LURCH*!

OH, MY! THEY SURE BUILD HOUSES FLIMSY THESE DAYS!

HAR! HAR! HAR!

WHAT FUN I'M GOING TO HAVE GETTING EVEN FOR *THAT* DASTARDLY DEED!

NO, YOU WON'T! YOU'LL STOP THIS WAR *NOW* WHILE THERE'S A FEW WALLS LEFT ON OUR HOUSE!

HERE'S A HOMEMADE *TELEPHONE*! YOU CAN WAR WITH MR. JONES WITHOUT HAVING THIS TOTAL DESTRUCTION!

HAVE A *WAR OF WORDS*! IT'S CHEAPER!

SO YOU WANT ME TO SETTLE THINGS WITH YOUR UNCLE OVER THIS "HOT LINE" TELEPHONE?

OKAY! ARE YOU THERE, DONALD?

YES, YOU PIN-HEADED EXTRUSION FROM A BABOON SHAPER!

THEN, LET'S GET SOME *HEAT* INTO THIS HOT LINE!

EEE-EEK!

THAT WAS A SHORT PEACE CONFERENCE!

SNIP

GLADSTONE BACK ISSUES FOR SALE

TERMS: this entire page is the order form. Please check the back issues you are ordering, fill out your name and address in the space provided, and mail along with your payment. All foreign orders must remit in U.S. funds by check payable on U.S. bank only. Offer is limited to available supply and prices are subject to change without notice. **This listing supersedes all previous offers.**

POSTAGE: all customers must include an additional $1.00 **per order** for postage.

FOREIGN AIR MAIL: include an additional $1.25 **per comic** ordered if you wish your back issues sent airmail.

SPECIAL NOTICE: issues not listed are sold out. Anyone interested in ordering issues marked "inquire" below should write or call for the current market price.

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☐ **216** $2.00
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G 337

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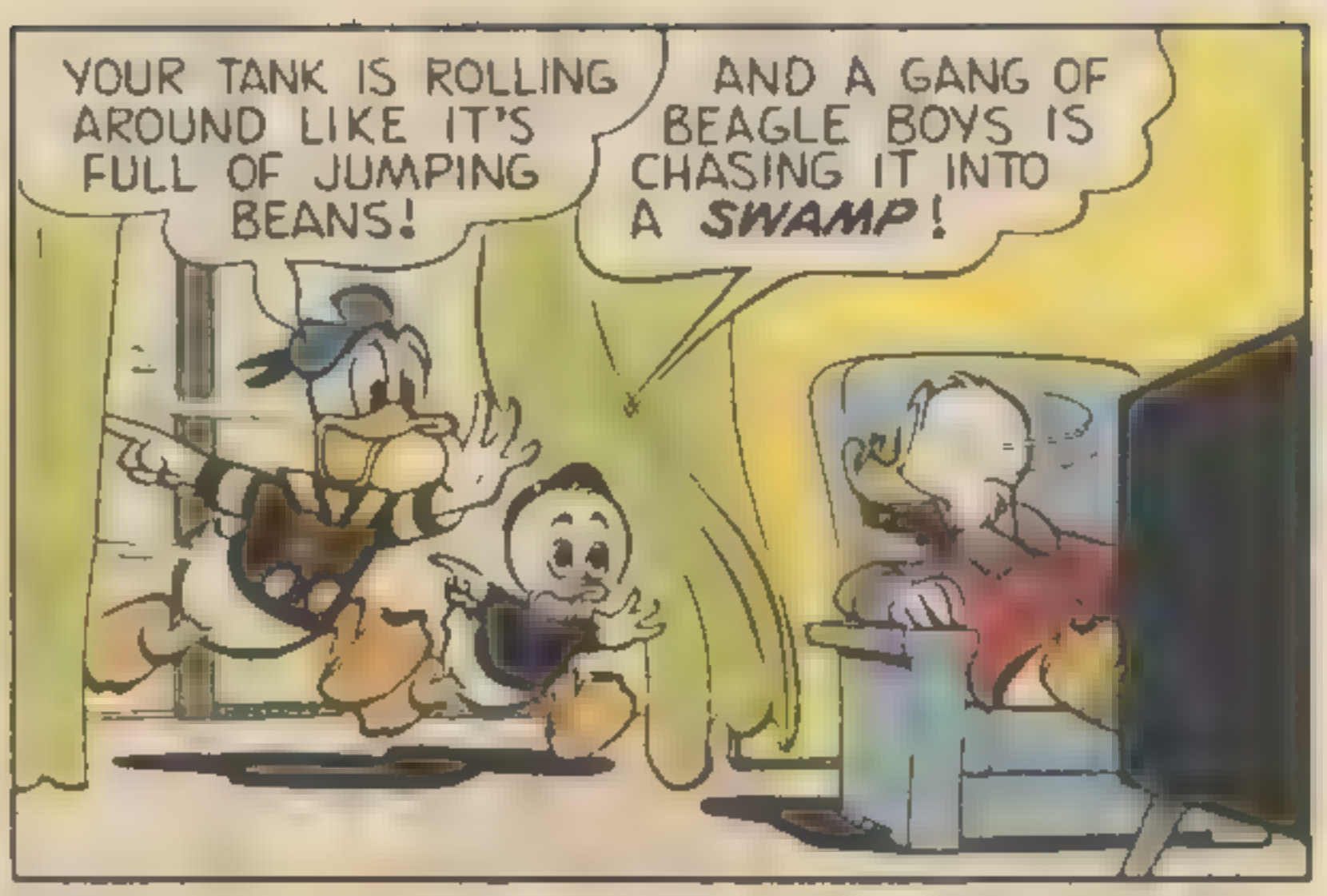
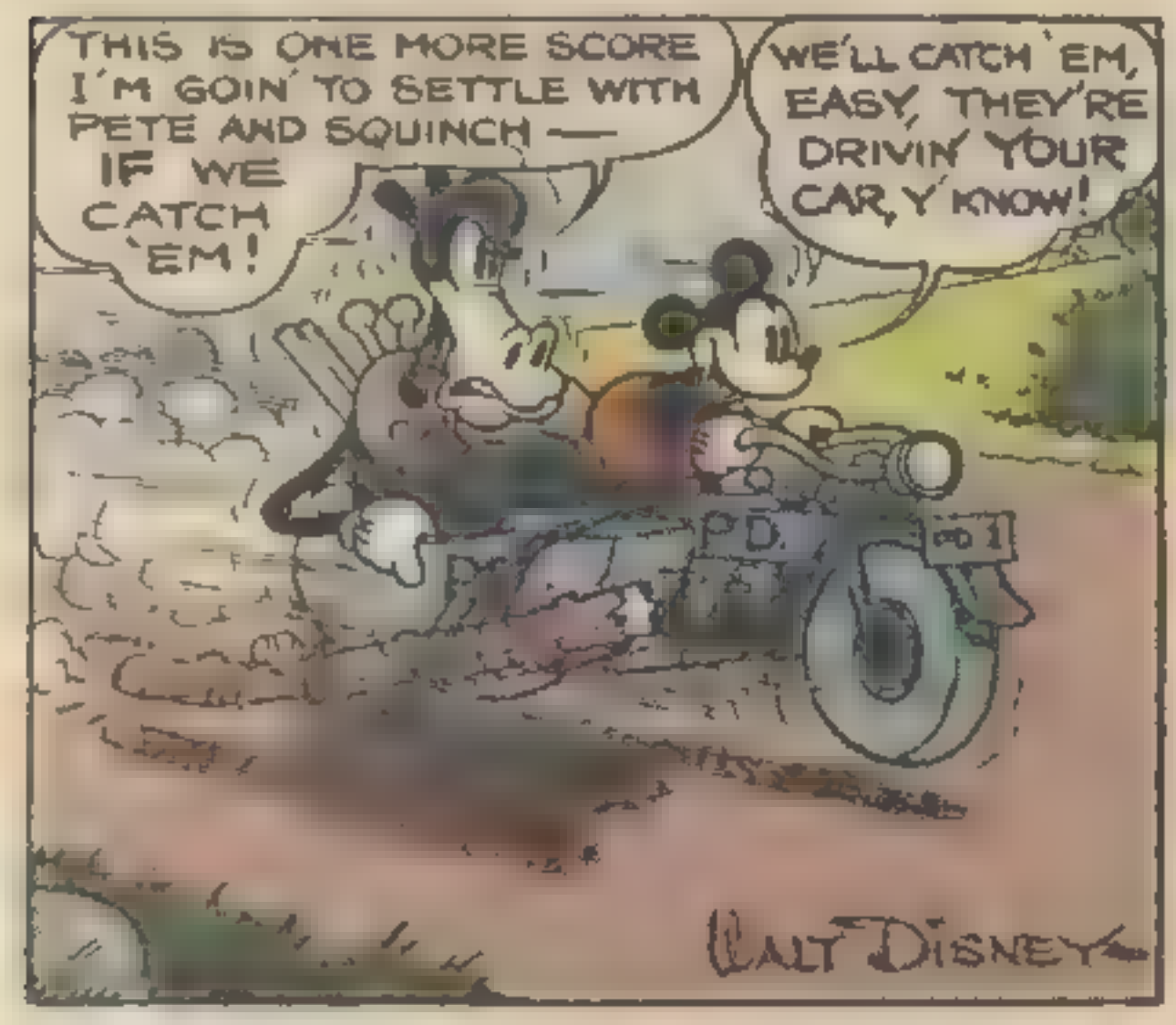
A TYPICAL DAY WITH DONALD, UNCLE SCROOGE & MICKEY...




THIS IS ONE MORE SCORE I'M GOIN' TO SETTLE WITH PETE AND SQUINCH — IF WE CATCH 'EM!
WE'LL CATCH 'EM, EASY, THEY'RE DRIVIN' YOUR CAR, Y' KNOW!
P.D.
WALT DISNEY

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* Published eight times per year.
† Published ten times per year.

G 338

NEVER MIND, UNCA DONALD! TRY TALKING TO JONES THROUGH THIS *PIPE*!

YES, A PIPELINE TO PEACE!

HELLO, JONES! ARE YOU *LISTENING*?

YES!

THEN, LISTEN TO *THIS*!

BANG

THAT WAS MY OPENING ARGUMENT!

I CAN'T HEAR YOU, DUCK! IN FACT, I THINK I'LL NEVER HEAR *ANYTHING* AGAIN!

KA-BOOM!

KACHOO

AHCHOO!

LOUDER, DUCK! I CAN'T HEAR YOU!

NEVER MIND! WE'RE DISMANTLING THIS "PIPELINE TO PEACE"!

IT'S THE SHORTEST CUT WE'VE SEEN TO MASS DUCKICIDE!

NOW UNCA DONALD AND MR. JONES ARE RIGHT BACK WHERE THEY STARTED — MAKING SALADS ON EACH OTHER'S HEADS!

PLOOK

PLOK

DRAG UNCA DONALD INTO THE HOUSE! WE'VE GOT A SURE-FIRE ***PEACE TEAM*** IN THESE CAGES!

TELL YOUR GRIPES TO THIS FEATHERED ENVOY, UNCA DONALD, AND ***HE*** WILL CARRY THE MESSAGE TO JONES!

YES, AND THE OTHER PARROT WILL FLY JONES' MESSAGES TO YOU!

OKAY! TAKE THESE TENDER WORDS TO THAT NUISANCE NEXT DOOR —

KEEP THE MESSAGE SHORT, UNCA DONALD! PARROTS AREN'T TELETYPE MACHINES!

TAKE THIS POLLYGRAM TO THAT DISMAL DUCK— ***BLOOOEY!***

TELL JONES, ***PHOOEY TO YOU!***

IT'LL WORK! THEY'LL BE SO BUSY INVENTING INSULTS FOR THEIR PARROTGRAMS THEY'LL FORGET ABOUT FIGHTING!

OKAY, ENVOY! YOU REMEMBER WHAT YOU'RE TO TELL JONES?

PHOOEY TO YOU!

PHOOEY TO YOU!

BLOOEY TO YOU!

BLOOEY!

PHOOEY!

BLOOEY TO YOU!

PHOOEY TO YOU!

SQUAWK

PHOOEY!

BLOOEY!

OH, NO!

WHERE WERE WE WHEN WE FIRST GOT MIXED UP IN THIS HASSLE?

IN BED!

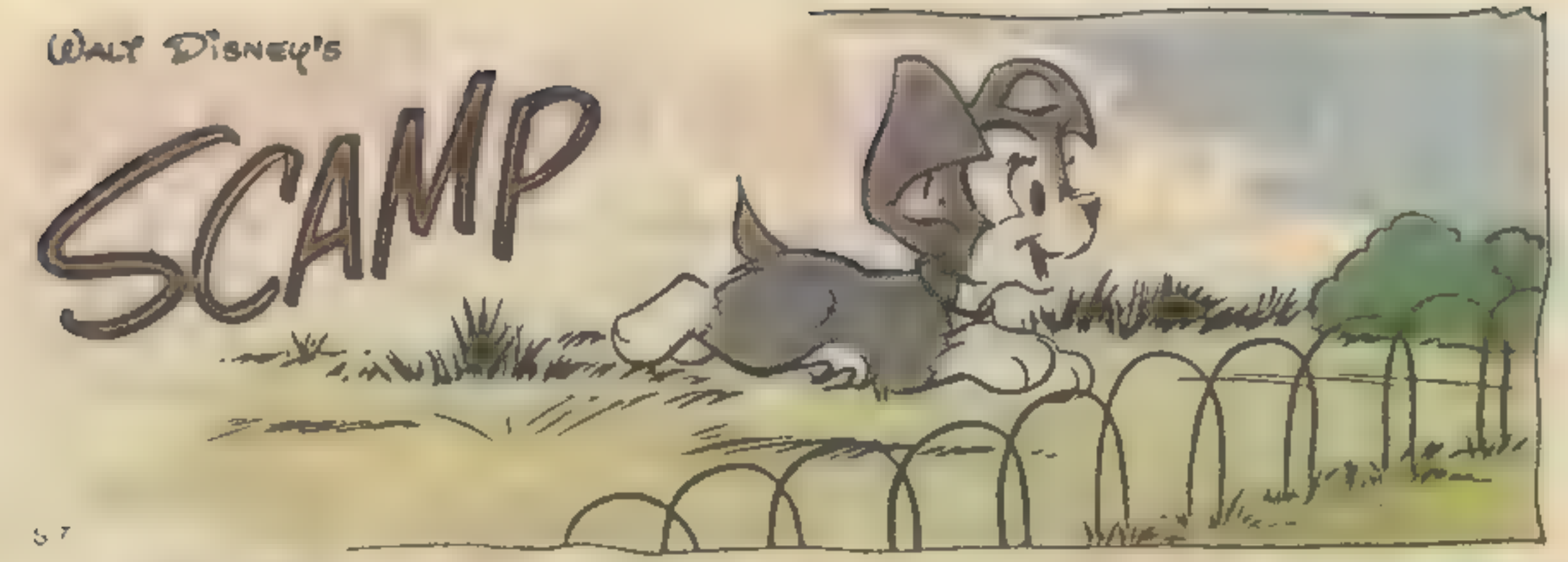
THEN, THAT'S WHERE WE SHOULDA STAYED!

SPLAT BAM BOP

ZZZ

WALT DISNEY'S

SCAMP


THAT WAS EASY!
THIS ONE'S A LITTLE HIGHER!
ROOM TO SPARE!
AND THIS ONE'S STILL HIGHER!
HEH! I THINK I'M READY FOR IT NOW...
CLOMP!
GOOD GRIEF! WHAT'S THAT?
JUST ME, MOM ...ER, I'M TAKING A REST!

Walt Disney's Winnie the Pooh

KER-CHOO!

KFS 6 20/84

IT MUST BE TWO O'CLOCK.

I SNEEZE EVERY DAY AT TWO O'CLOCK.

IN FACT, I COME FROM A LONG LINE OF TWO-O'CLOCK SNEEZERS.

MY GRANDFATHER SNEEZED EVERY DAY AT TWO O'CLOCK, AND SO DID MY COUSIN HERKIMER.

AM I BORING YOU?

NOT AT ALL.

HOW ODD!

I'M BORING MYSELF TO DEATH!

WALT DISNEY Presents

the Seven Dwarfs and THUMPER

LET'S QUIT EARLY TODAY, BECAUSE IT'S DOPEY'S BIRTHDAY!!

GOOD IDEA, HAPPY!!

WE'LL HURRY HOME AHEAD OF HIM AND GIVE HIM A SURPRISE!!

WDCBS 45

I S'POSE I'LL HAVE TO BAKE THE CAKE!!

YOU KEEP DOPEY AWAY, DOC, TILL WE GET THE SURPRISE READY!!

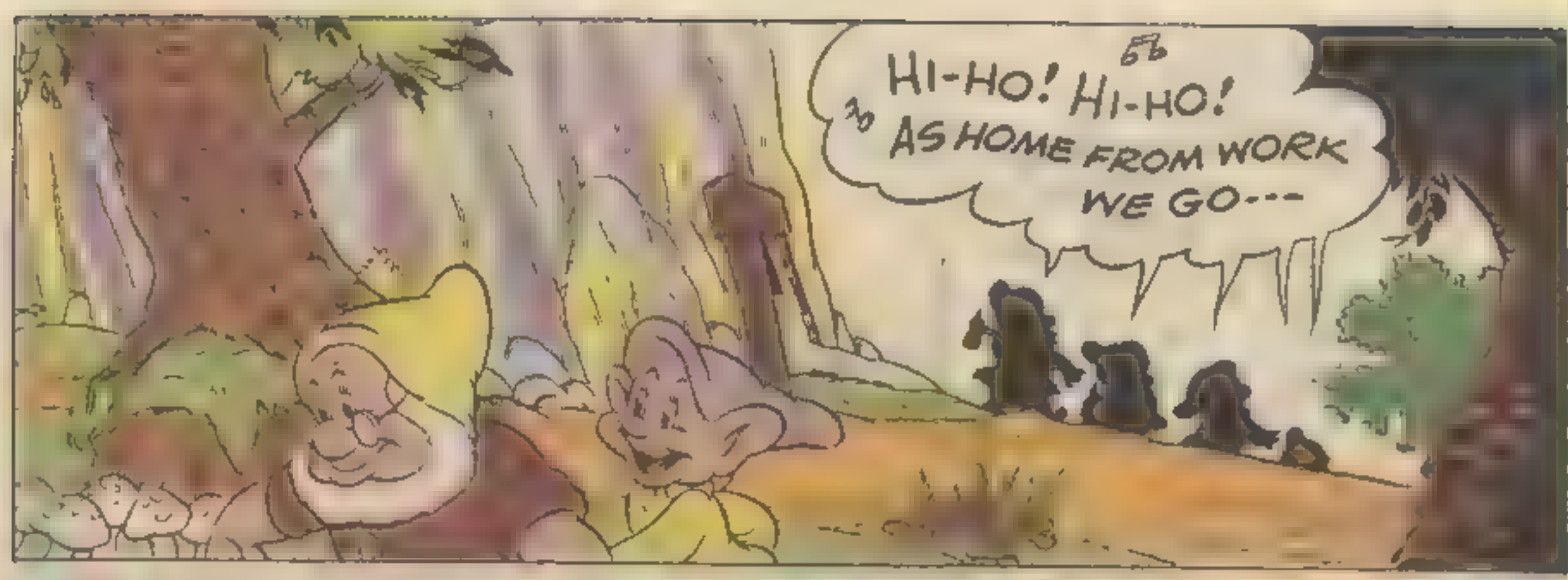
OKAY, SNEEZY!!

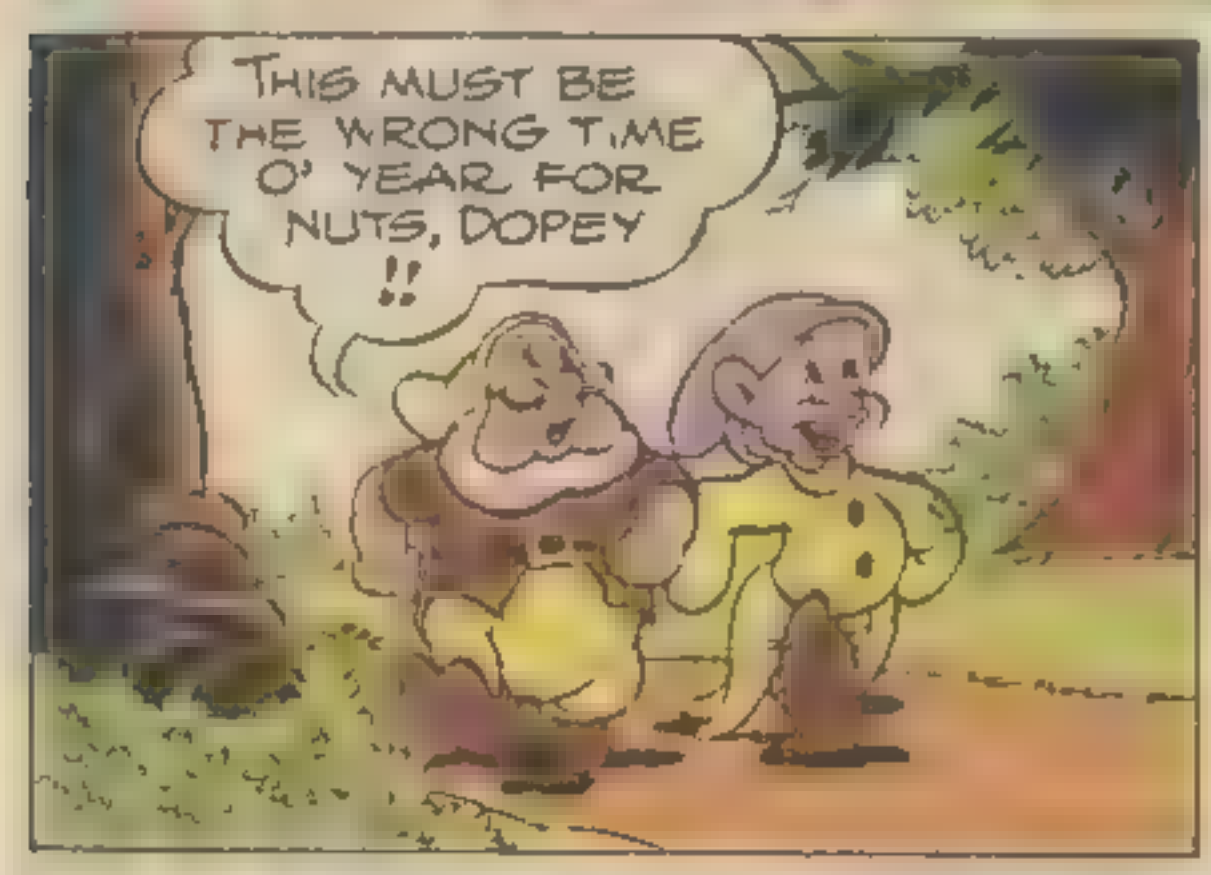
LEAVE IT TO ME! DOPEY AND I'LL NICK SOME PUTTS...

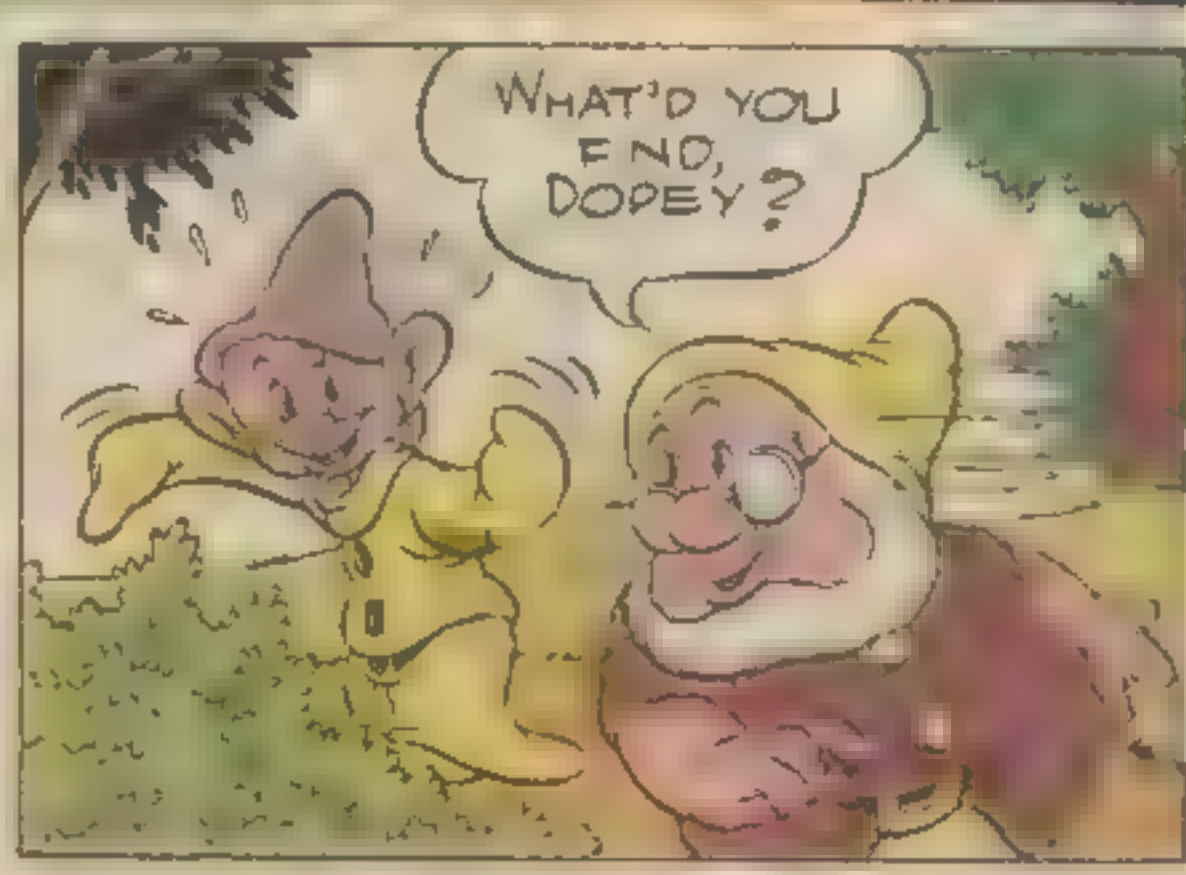
.....ER.. ..STICK SOME MUTTS...

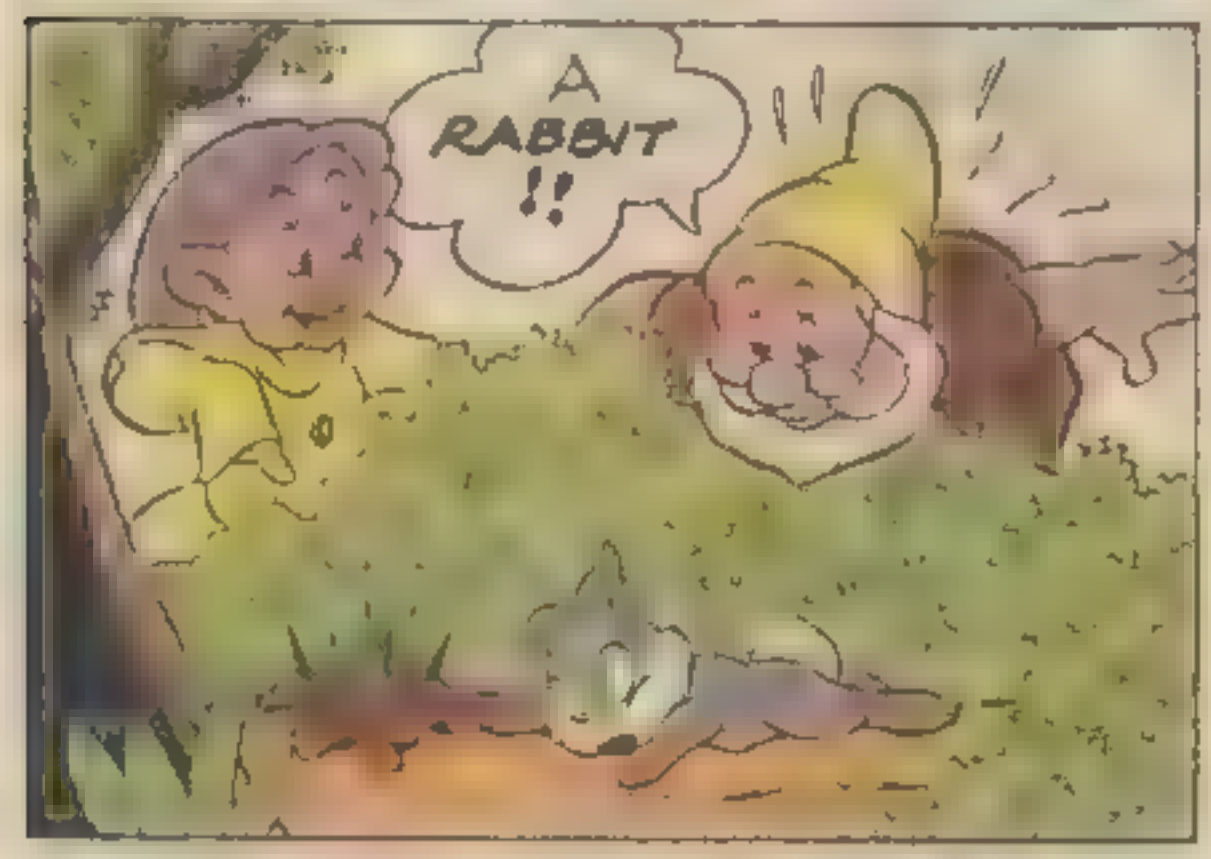
...ER..I MEAN *PICK* SOME NUTS!!

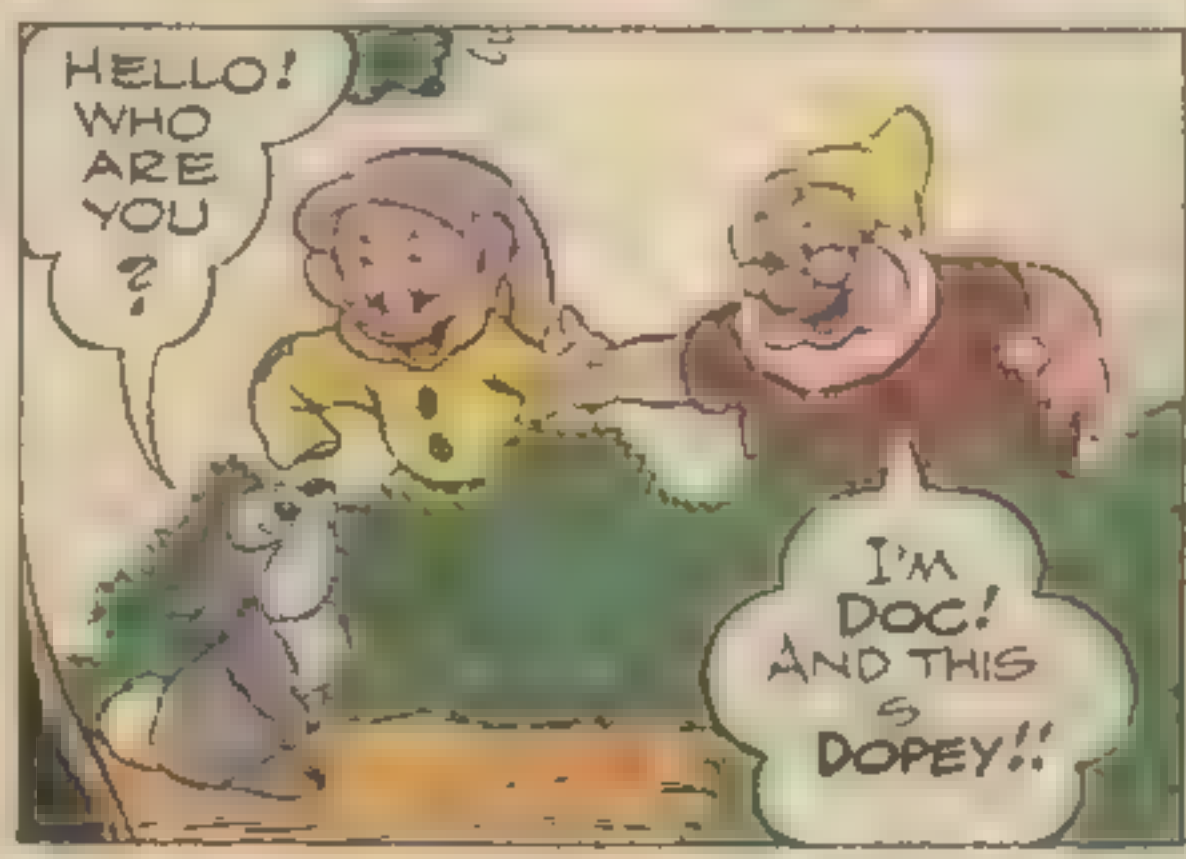
C'MON, DOPEY! LET'S GO OUT IN THE WOODS AND GATHER SOME NUTS!!

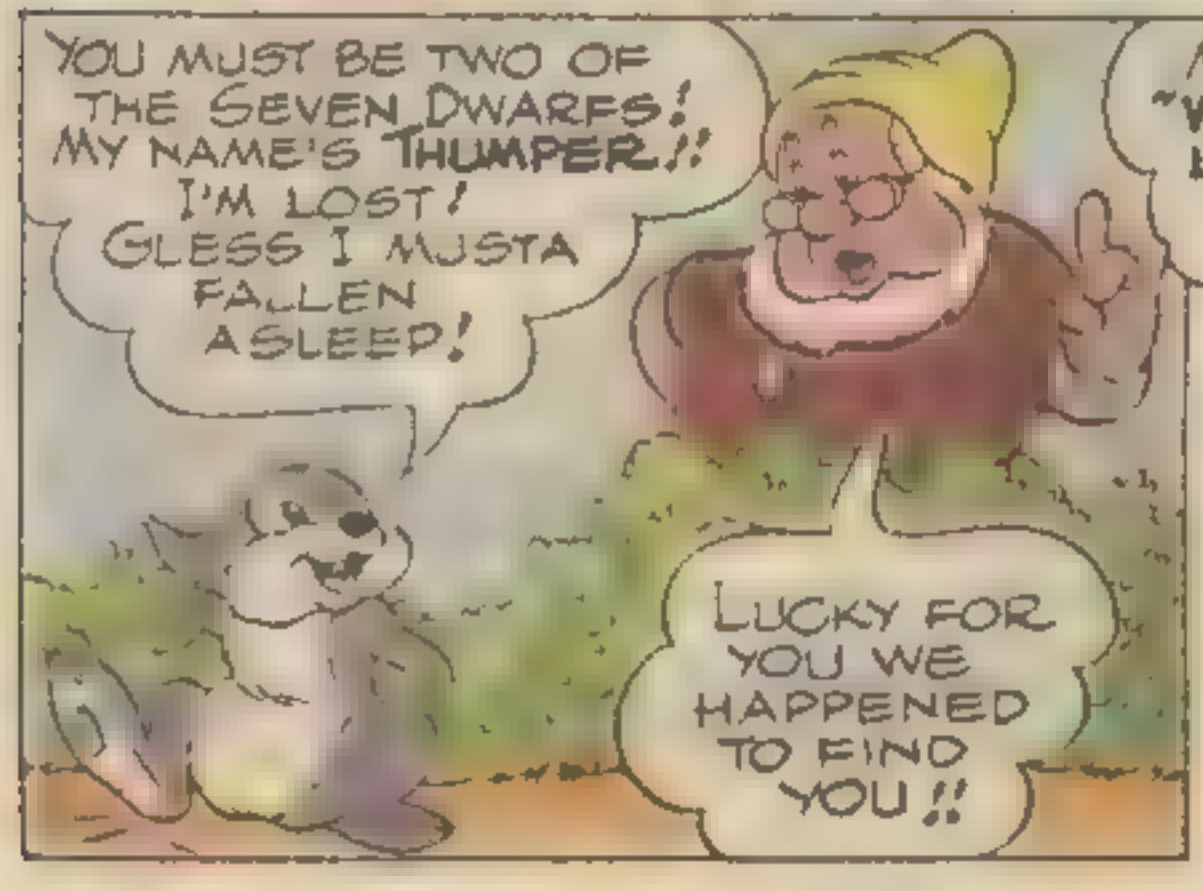

HI-HO! HI-HO!
AS HOME FROM WORK WE GO---

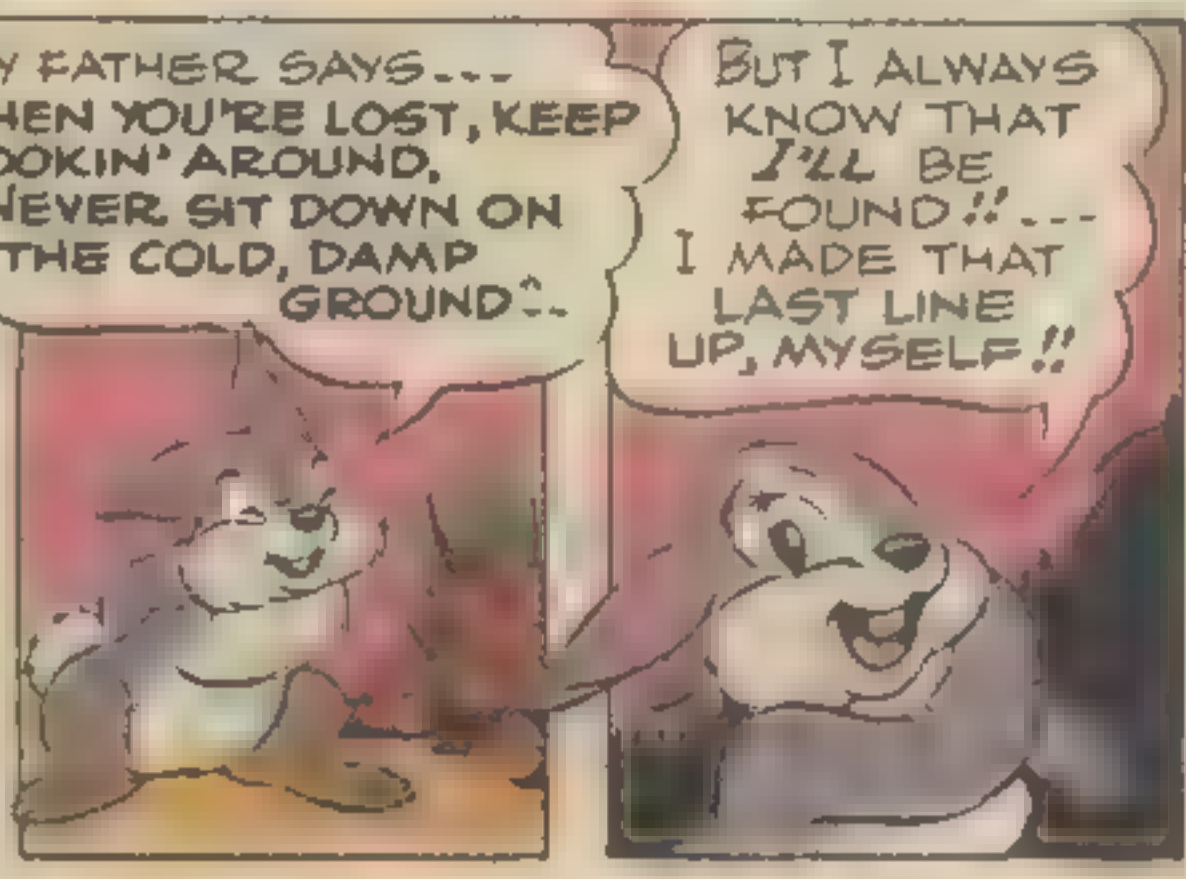

THIS MUST BE THE WRONG TIME O' YEAR FOR NUTS, DOPEY !!


WHAT'D YOU FIND, DOPEY?


A RABBIT !!


HELLO! WHO ARE YOU?
I'M DOC! AND THIS IS DOPEY!!


YOU MUST BE TWO OF THE SEVEN DWARFS! MY NAME'S THUMPER!!
I'M LOST! GLESS I MUSTA FALLEN ASLEEP!
LUCKY FOR YOU WE HAPPENED TO FIND YOU!!


MY FATHER SAYS... "WHEN YOU'RE LOST, KEEP LOOKIN' AROUND. NEVER SIT DOWN ON THE COLD, DAMP GROUND"..
BUT I ALWAYS KNOW THAT I'LL BE FOUND!!... I MADE THAT LAST LINE UP, MYSELF!!

TODAY IS DOPEY'S BIRTHDAY! WE'RE GONNA GIVE H M A SURPRISE PARTY !!

GEE! I WISH I COULD GO TO THE PARTY !!

AH-HA! A RABBIT!! I NEED HIS TAIL FOR MY MAGIC BREW !!

I'LL GIVE HIM THIS MAGIC APPLE! WHEN HE EATS IT, HE WILL GO TO SLEEP ....FOREVER !!

NOW I'LL CHANGE MYSELF INTO---

.. A HARMLESS OLD WOMAN !!

WE'VE GOTTA FIND SOME NUTS! LET'S LOOK IN DIFFERENT PLACES!!

HELLO, LITTLE RABBIT! HERE'S A NICE ROSY RED APPLE FOR YOU!

GEE! THANKS! I LOVE APPLES!

AS SOON AS HE TAKES THE FIRST BITE, HE'LL FALL ASLEEP!! THEN I'LL CARRY HIM AWAY!!

I KNOW WHAT I'LL DO! I'LL GIVE THIS BEE-UTIFUL APPLE TO DOPEY FOR A BIRTHDAY PRESENT!!

HAPPY BIRTHDAY, DOPEY!! HERE'S A **PRESENT** FOR YOU !!

MY FATHER SAYS... "WHEN YOU GIVE AWAY SOMETHING THAT BELONGS TO YOU, IT MAKES YOU FEEL STRONG AND HAPPY, TOO!"

BUT SOMETIMES IT'S SORTA HARD TO DO! ...I MADE THAT PART UP, **MYSELF**!!

WHAT'S THE **MATTER**, DOPEY? DON'T YOU FEEL WELL?

DOPEY, WAKE UP!! WAKE UP!!

DOC!! **DOC**!!! COME QUICK!!

MOT'S THE WATTER ...ER... POTS OF BATTER ...ER.. I MEAN, *WHAT'S THE MATTER?*

DOPEY'S FA NTED.. ..OR SOMETH.NG !!

HOW DID IT HAPPEN?

A NICE OLD LADY GAVE ME AN APPLE AND I GAVE IT TO DOPEY FOR A BIRTHDAY PRESENT! HE TOOK ONE BITE AND FELL OVER !!

A *NICE OLD LADY*!! I'LL BET THAT WAS THE *WICKED WITCH*!!

SHE GAVE AN ENCHANTED APPLE TO POOR SNOW WHITE ONCE AND SNOW WHITE FELL ASLEEP, JUST LIKE DOPEY!!

WHAT CAN WE DO? HOW CAN WE WAKE HIM UP?

I DON'T KNOW! WE'LL HAVE TO THINK!! LET'S CARRY HIM HOME!!

MAYBE THE BOYS CAN FIGURE OUT SOMETHING TO DO!

POOR DOPEY! IT'S ALL MY FAULT, TOO!!

ZOUNDS! THE DWARF ATE THE APPLE... INSTEAD OF THE RABBIT!!

and IN THE MEANTIME

WAIT TILL DOPEY SEES THE SURPRISE THAT'S WAITING FOR HIM!!

HAPPY BIRTHDAY DOPEY

THEY OUGHTTA BE HERE ANY MINUTE NOW!!

I DON'T KNOW WHY WE'RE GO.N' TO ALL THIS FUSS!!

HERE THEY ARE NOW!!

KNOCK! KNOCK!

GET READY! I'LL OPEN THE DOOR!!

HAPPY BIRTHDAY TO Y.....

TO WHAT?!...

WHAT HAPPENED TO DOPEY?!!

DOC TELLS THE SAD STORY—

I NEVER DREAMED THAT THE APPLE WAS MAGIC, AND...

'COURSE YOU DIDN'T! HOW COULD YOU KNOW?!

WE'VE GOTTA PUT OUR HEADS TOGETHER AND THINK OF SOMETHING-- ...QUICK!!

SAY!! I'VE GOT AN IDEA!! MAYBE THE WISHING WELL CAN HELP US!!

IF WE TAKE A DRINK AND WISH DOPEY AWAKE AGAIN, MAYBE HE'LL WAKE UP!!

POOD GLAN... ..ER--- I MEAN GOOD PLAN, HAPPY!!

COME ON, THUMPER!! WE'LL CARRY DOPEY OVER TO THE WISHING WELL!!

OH, I HOPE IT WORKS!!

THERE'S THE WISHING WELL! I'LL PULL UP A BUCKETFUL OF WATER!!

WE'LL ALL TAKE A DRINK AND WISH FOR THE SAME THING!!

WHEN YOU DRINK, DON'T FORGET TO SWISS CHARD_ER--FISH LARD--ER--I MEAN *WISH HARD*!!

THE BUCKET'S SURE *HEAVY*!!

I'LL HELP!!

I'LL DRINK FIRST!!

I WISH DOPEY WOULD WAKE UP!

PLEASE LET *ME* TAKE A DRINK NEXT--AND WISH!!

OHHHHHHH...

...I'M FALLING!

HALP!

OOOF!

DOPEY'S AWAKE!!

SURE! YOU KNOCKED THE PIECE OF APPLE OUT OF HIS MOUTH!!

DOPEY!! YOU'RE AWAKE!!

YEP! OUR WISHES CAME TRUE!

I'LL BET IT WAS MY WISH THAT DID IT, 'CAUSE I MUSTA DRUNK FIVE GALLONS OF WATER DOWN THERE IN THE WELL!!

HAPPY BIRTHDAY, DOPEY!!

MY FATHER SAYS... "WHEN TROUBLES COME AND CLOUDS ARE GRAY, JUST RELAX AND THEY'LL PASS AWAY"!!

THIS SURE HAS BEEN MY LUCKY DAY!.... I MADE THAT UP, MYSELF!

Walt Disney's Snow White

Role Model or Passive Princess?

by Henry Mazzeo

Feminism was alive and well when Walt Disney's **Snow White and the Seven Dwarfs** premiered in 1937. Ibsen, Shaw, and Mae West had already raised consciousness and changed attitudes. (Ms. West took the skeleton out of Dr. Freud's closet and used it for a xylophone!) The Nineteenth Amendment had been adopted in 1920. By the mid-twenties, Texas and Wyoming had women governors. Women did "a man's job" in World War II, without losing their femininity.

Not until 1987—50 years after the premiere—do Janet Maslin, writing in **The New York Times**, and John Canemaker, in **Sightlines**, suggest that Disney's Snow White may be too passive and inactive to serve as a role model for the modern woman, or woman to be. Really? Compare the screen treatment to the original story.

The Grimm fairy tale "Little Snow White" introduces a seven-year-old orphan princess in unwitting competition with a jealous stepmother who plots to kill her. Snow White begs the Queen's huntsman to spare her and takes refuge in the tidy little house of the seven dwarfs who agree to shelter her upon the condition that she cook and clean for them. Despite their warnings, Snow White succumbs to temptation three times. The Queen stifles her with laces, stabs her with a poisoned comb, and finally poisons her with an apple. By proxy and accident, Snow White is revived by a passing prince she has never met and accepts his offer of marriage immediately. (In fact, the prince had offered to buy her!) The Queen is invited to their wedding and forced to dance to her death in red-hot iron shoes.

In the Disney version, Snow White is twice as old, about 14, and quite ready to meet a prince. Indeed, she wishes him into existence in her first scene ("I'm Wishing"), listens to his serenade, and rewards him with a chaste kiss, relayed by a dove.

It's a short courtship, but it does establish (1) volition on the part of Snow White, (2) choice (she likes this young prince and encourages him), and (3) a desire for something better than scrubbing stairs in her stepmother's courtyard. In the Middle Ages, what options did she have? For a princess of the blood royal, it was the cloister or a suitable marriage. The choice for royalty is still quite limited. One year before the premiere of **Snow White**, on December 11, 1936, King Edward VIII was forced to abdicate in order to marry the woman he loved.

Notably, Disney's Snow White does not "beg" for her life. Instead, it's the huntsman who begs her forgiveness for nearly killing her at the Queen's command. Nor do the dwarfs impose a contract on her to cook and clean as they do in the Grimm version. Disney's Snow White takes over and tells them what to do.

Finding a dark, empty, and extremely untidy cottage, Snow White acts. Without waiting for permission, she enters, takes charge, and puts the house in order—to her liking. Hardly the

actions of a passive person. She hopes the owners, who must be children from the size of the furniture, will let her stay. Indeed, "maybe they have no mother."

Aha! Snow White wants children as well as a prince. But lest we judge her harshly, consider: the M.B.A. program is not available to her. There are no corporations to employ her. The ruling powers of her time maintain their status by pillage or marriage. Her only living role model is an oppressive queen who attained her throne by marriage, with maybe a little witchcraft on the side. Snow White had few options to consider, and marriage was possibly the least unpleasant.

Even children were a power factor. Rulers who did not produce heirs were open to challenge. Consider the cases of Henry VIII, Elizabeth I, or even Prince Ranier in our time. For Snow White, succession equals success.

She keeps her cool even when she finds that the owners of the cottage are "little men," not children. Once again she asserts herself and takes control: "Don't tell me who you are. Let me guess." (Snow White could give a course in assertiveness!)

They are Doc, Happy, Sleepy, Sneezy, Bashful, Dopey, and Grumpy. If the Prince lacks character, they have plenty. In fact, aren't these seven of the manly traits any woman can expect to deal with once courtship and wedding rites are out of the way? Most likely. But Snow White takes over with humor, tact, and iron-willed determination. Right off, she tells them: "Go right outside and wash or you won't get a bite to eat!" It's their house, their food. She is the intruder. She is also the boss!

There is one resister in the group. Snow White sizes him up and makes gentle fun of his attitude: "Oh, you must be Grumpy!" (folding her arms like his). Grumpy is in fact a broad caricature of an antifeminist. He's against "women's wiles" and warns, "She'll be tying your beards in pink ribbons." The others don't buy it. Snow White wins and, to please her, the other dwarfs scrub Grumpy and dunk him in the tub.

Later, tactfully and tunefully, Snow White lays out her long-range plan, "Some Day My Prince Will Come," in no uncertain terms, lest the little men get the idea that they have a permanent cook and housekeeper.

Not on your life! Unlike the princesses we meet in offices, this one doesn't mind a few menial tasks. She can even enjoy exercising her skills ("Whistle While You Work"). But she has her sights set on bigger things. It's not "Some day he'll come along, the man I love." It's "Some Day My Prince Will Come." The throne is part of the deal.

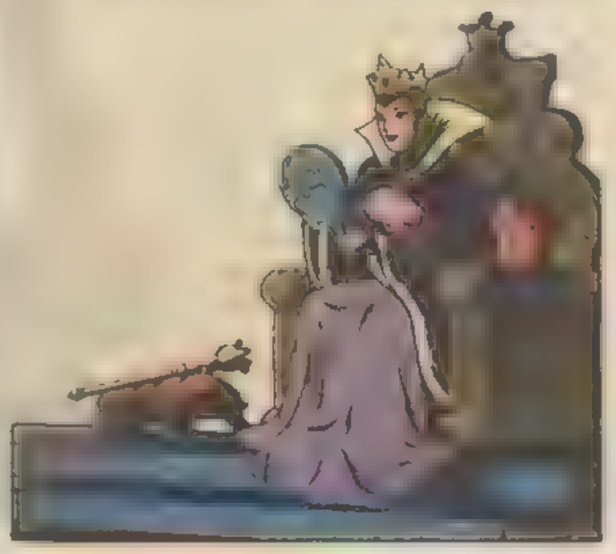
Yes, as many critics have noted, the Queen is a far more powerful and interesting figure than Snow White. Nobody knows that better than Snow White herself. In **The Uses of Enchantment** (Knopf, 1976), Bruno Bettelheim wisely observed that the "real" mother and the "wicked stepmother" of "Snow White" and like stories are really one and the same person—the nurturing mother of our infancy and early childhood who becomes more detached and critical as we grow older.

In her own poetic and brilliant version of "Snow White," Anne Sexton realizes that the heroine and the Queen are really different aspects of the same woman. When the Queen dies, it's Snow White who holds court and sometimes refers to her mirror "as women do" (**Transformations**, Houghton Mifflin, 1971).

So the cycle goes, and no film in the past fifty years has captured it more memorably or powerfully than Walt Disney's **Snow White and the Seven Dwarfs**. (Two excellent films—**All About Eve** and **Sunset Boulevard**—come very close indeed to the same themes.) Far from weakening Snow White, Disney made her character much stronger than it is in the traditional tale.

If the animation of Snow White falters a little in the opening scenes, it's quite perfect by the time she dances with the dwarfs. If the Prince seems idealized or a bit bland—well, dream princes tend to be like that. When you get 'em home, you find they're really Doc, Happy, Sneezy, Bashful, Dopey, Grumpy, and so forth. But a resourceful princess knows how to handle all of that and more.

Dramatically, the realistic human figures are necessary. Snow White's interaction with the animals and the dwarfs is half the charm of the film. Would we care when the huntsman moves to kill her if he were an Elmer Fudd lookalike



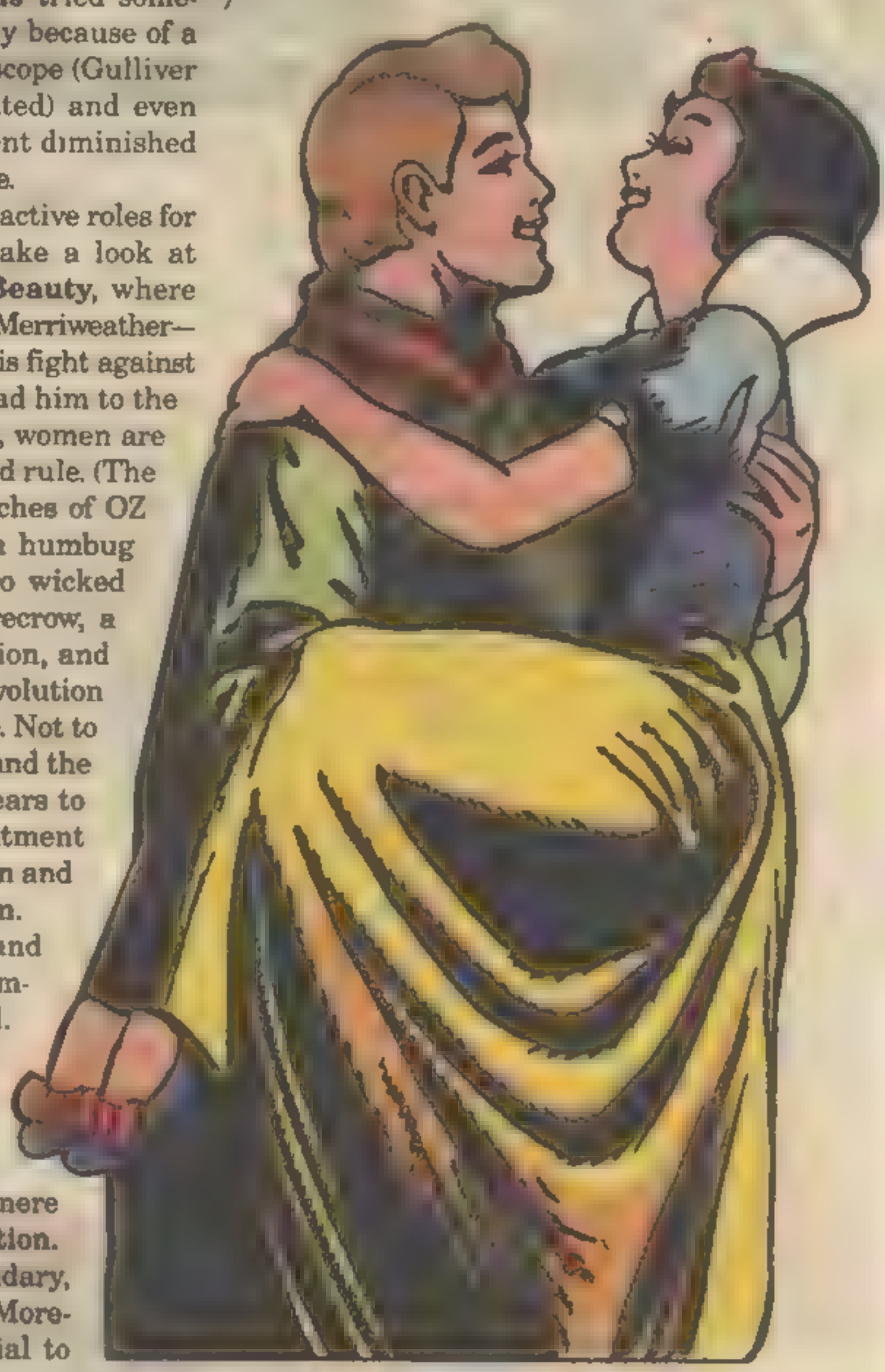
and she were a rabbit? The Witch/Queen is masterful in both forms and provides the real dramatic punch of the film. Credit a superb performance by Lucille LaVerne (D.W. Griffith's favorite villainess) with beautifully handled animation by Art Babbit and Norm Ferguson and wonderful character design by Joe Grant. **Snow White** is the only animated film that makes you forget you are watching a movie, far less an animated cartoon, largely because the Disney team dared, like Winsor McCay, to attempt animation of realistic human characters. Walt insisted on it, though there were some animators who would have preferred a more cartoonish treatment of Snow White herself.

Fleischers' **Gulliver's Travels** tried something similar, but missed, partly because of a slavish dependence on the rotoscope (Gulliver looks more traced than animated) and even more because the story treatment diminished instead of amplifying its source.

Those who demand even more active roles for women in fairy tales should take a look at Disney's version of **Sleeping Beauty**, where three women—Flora, Fauna, and Merriweather—free the Prince, arm him, guide his fight against the powerful Maleficent, and lead him to the sleeping Princess. In Baum, too, women are the custodians of virtue and good rule. (The legitimate rulers and good witches of OZ are all women; the Wizard is a humbug and usurper.) Dorothy kills two wicked witches, saves a brainless scarecrow, a heartless tin man, a cowardly lion, and precipitates a peaceful palace revolution before getting herself back home. Not to mention Vasilisa the Beautiful and the princesses who toil for many years to save their brothers from enchantment in "The Wild Swans" of Andersen and "The Seven Dragons" of Grimm.

In the 1930s, some critics and educators chided Disney for tampering with traditional material. But Professor Jack Zipes (in **The Complete Fairy Tales of the Brothers Grimm**, Bantam, 1987) explodes the myth that the Grimms were mere recorders of oral peasant tradition. They often took tales from secondary, literary, and bourgeois sources. Moreover, they adapted their material to pedagogic (and largely patriarchic) ideals of their time. "Snow White" in particular underwent several revisions in successive editions.

The child of Grimm is passive, but she is only seven. Disney made her far more active, a young woman, a survivor of considerable strength, grace, and humor. As Mary Jo Salerno remarked when she played the role at Radio City Music Hall, Disney's Snow White is a "caring person." She's capable of caring for others, despite her problems. This trait is, perhaps, her greatest strength and charm. It's a virtue a lot of women have and one which some men can appreciate. ●



WALT DISNEY'S

PLUTO

IF YOU WERE ASKED TO NAME THE DAY PLUTO DREADS MOST, WHAT WOULD YOU SAY? THE DAY HE GETS A BATH? NOPE!

MMA 1

IT'S JUST THAT BEING A SENSITIVE-TYPE DOG, LOUD NOISES THROW HIM INTO A TIZZY!

BANG!

HAPPY FOURTH OF JULY, MORTY!

BANG!

SAME TO YOU, FERDIE!

BANG!

WHAT'S WITH PLUTO?

GUESS OUR CAP PISTOLS SCARED H.M.

GOSH, WHAT AN OLD SCAREDY-CAT!

YEAH! WE SURE CAN'T TAKE HIM TO THE PARK FOR THE FIREWORKS DISPLAY! IT WOULD SCARE THE DAYLIGHTS OUT OF H.M!

HUMPH! THEY DON'T HAVE TO PUT IN BY CALLING HIM A SCAREDY CAT EVEN IF HE IS ONE!

OH, WELL! MAYBE HE'LL FEEL BETTER AFTER HE'S CHEWED ON A BONE...

SIGH!

OH-OH! HERE COMES THAT BIG BULLY, BUTCH, AND HE'S SPOTTED PLUTO'S BONE!

GRR-R!

DAWGGON-IT! THIS S ONE BONE HE'S NOT GOING TO GET!

GR-R!

IF PLUTO CAN'T OUT-FIGHT HIM, HE CAN OUT-RUN HIM ANYWAY!

TO THE PARK

OH MY GOODNESS. THERE'S MICKEY AND THE GANG! IT WOULDN'T DO FOR THEM TO SEE PLUTO BEING CHASED!

BETTER DUCK INTO THAT LITTLE HOUSE...

PLUTO DOESN'T KNOW IT, BUT THIS LITTLE HOUSE'S PART OF THE FIREWORKS DISPLAY, DEPICTING AN ATTACK ON A SETTLER'S CABIN BY INDIANS!

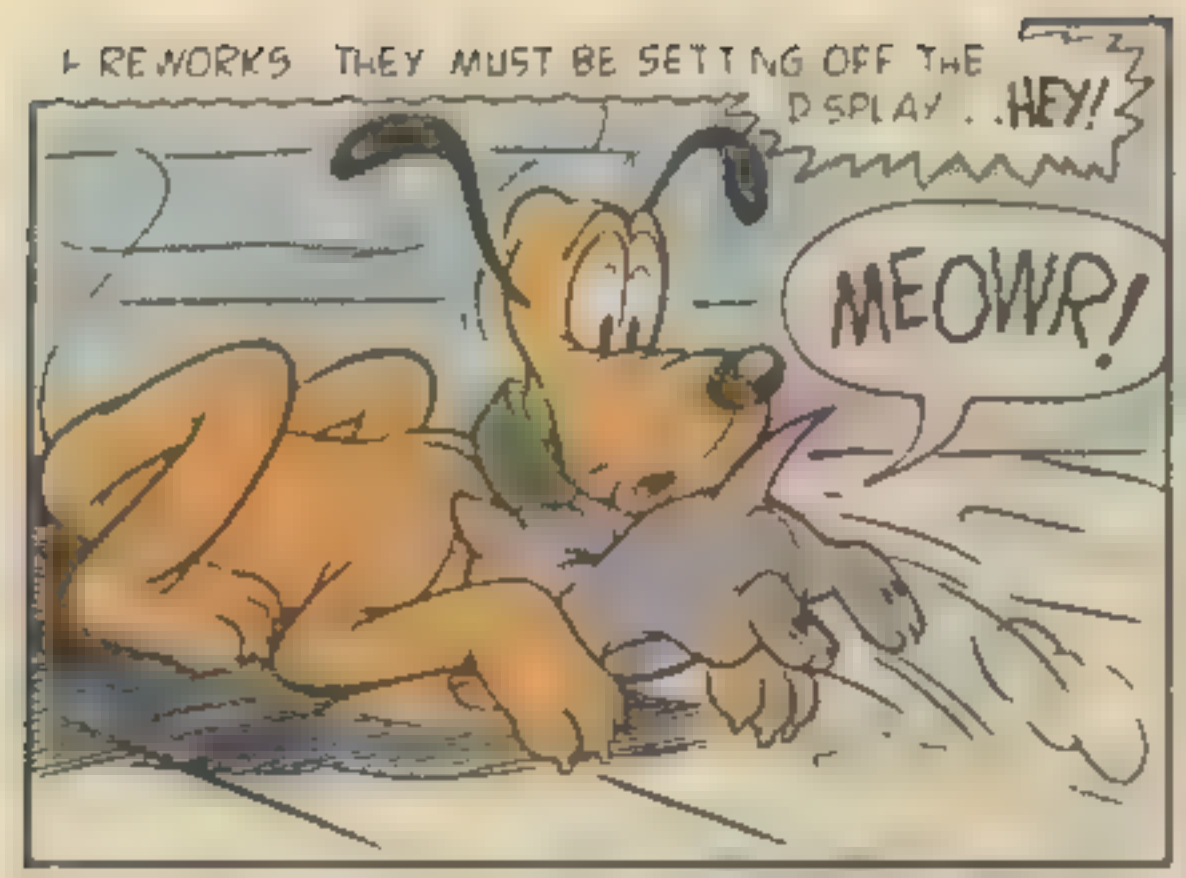
OH-OH! SCRAM, KITTEN! DON'T YOU KNOW DOGS AND CATS ARE SUPPOSED TO BE ENEMIES?

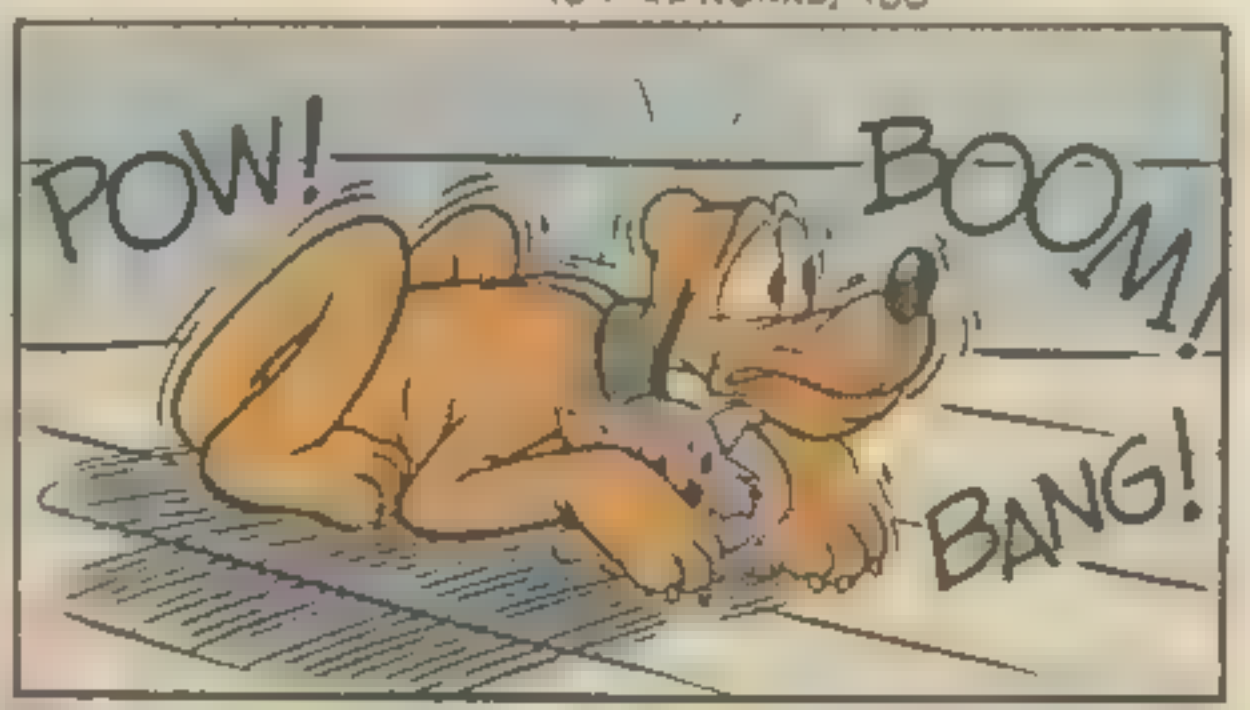
MEOWR!

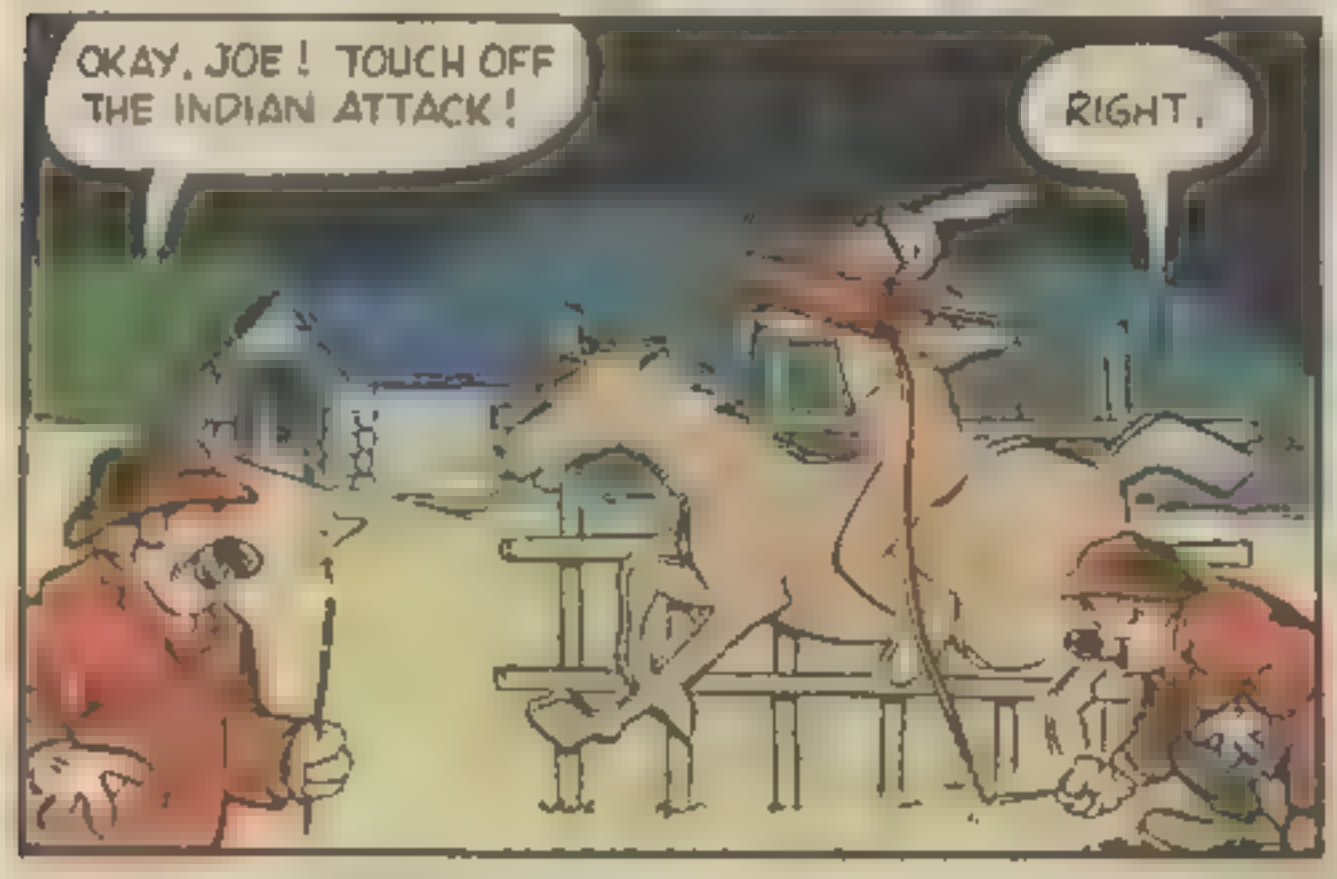
GOOD GRIEF! WHAT WAS THAT?

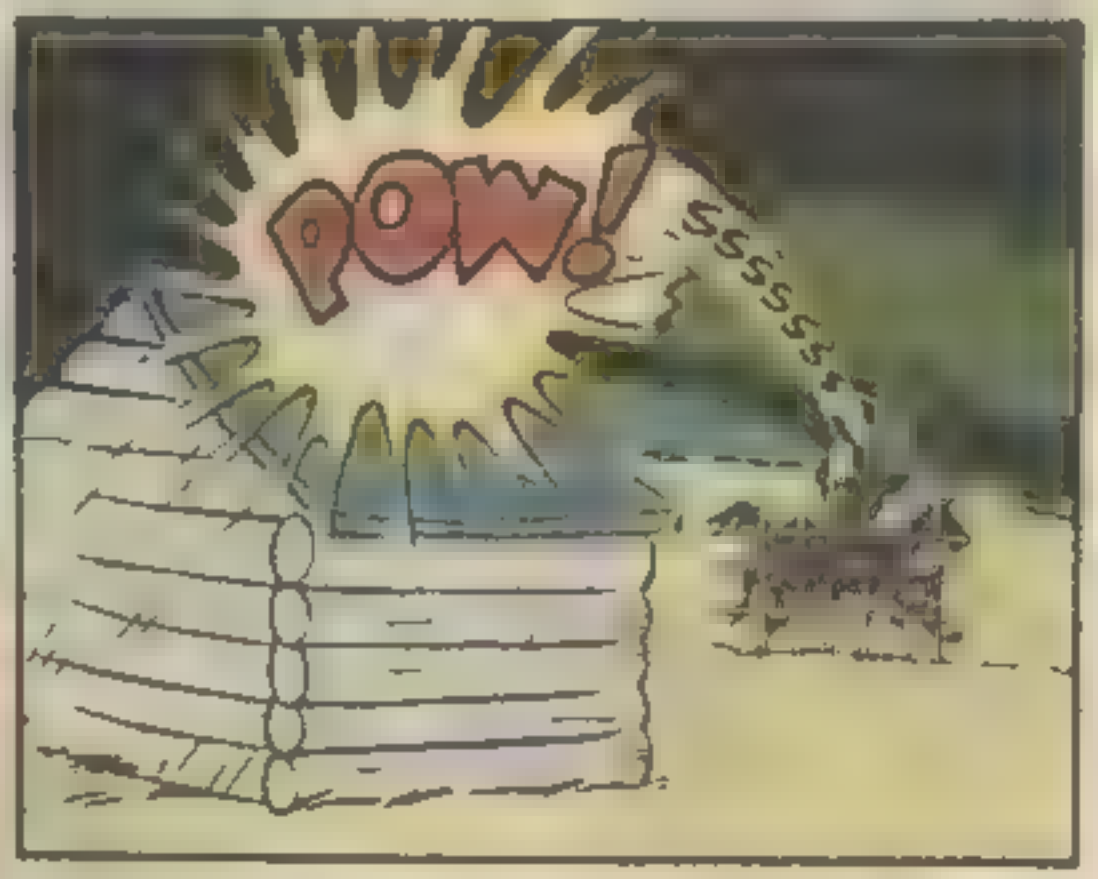
BOOM!

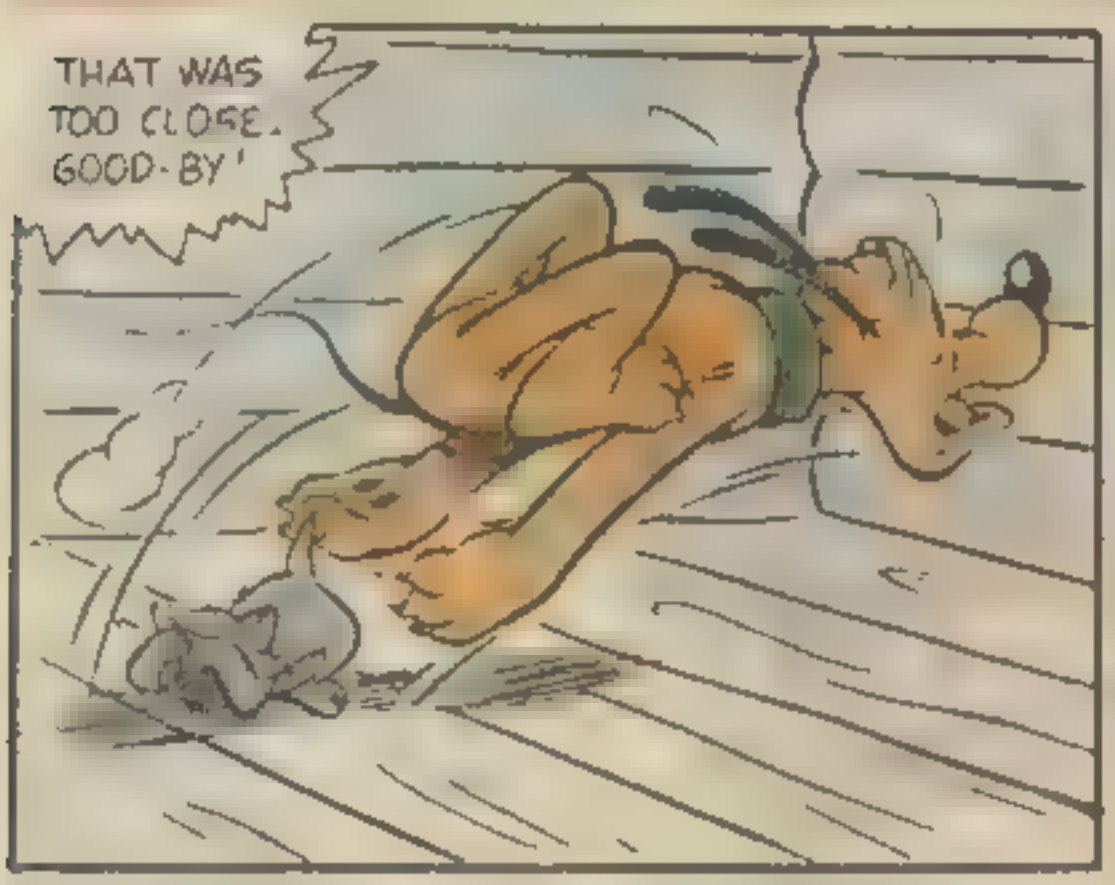
?

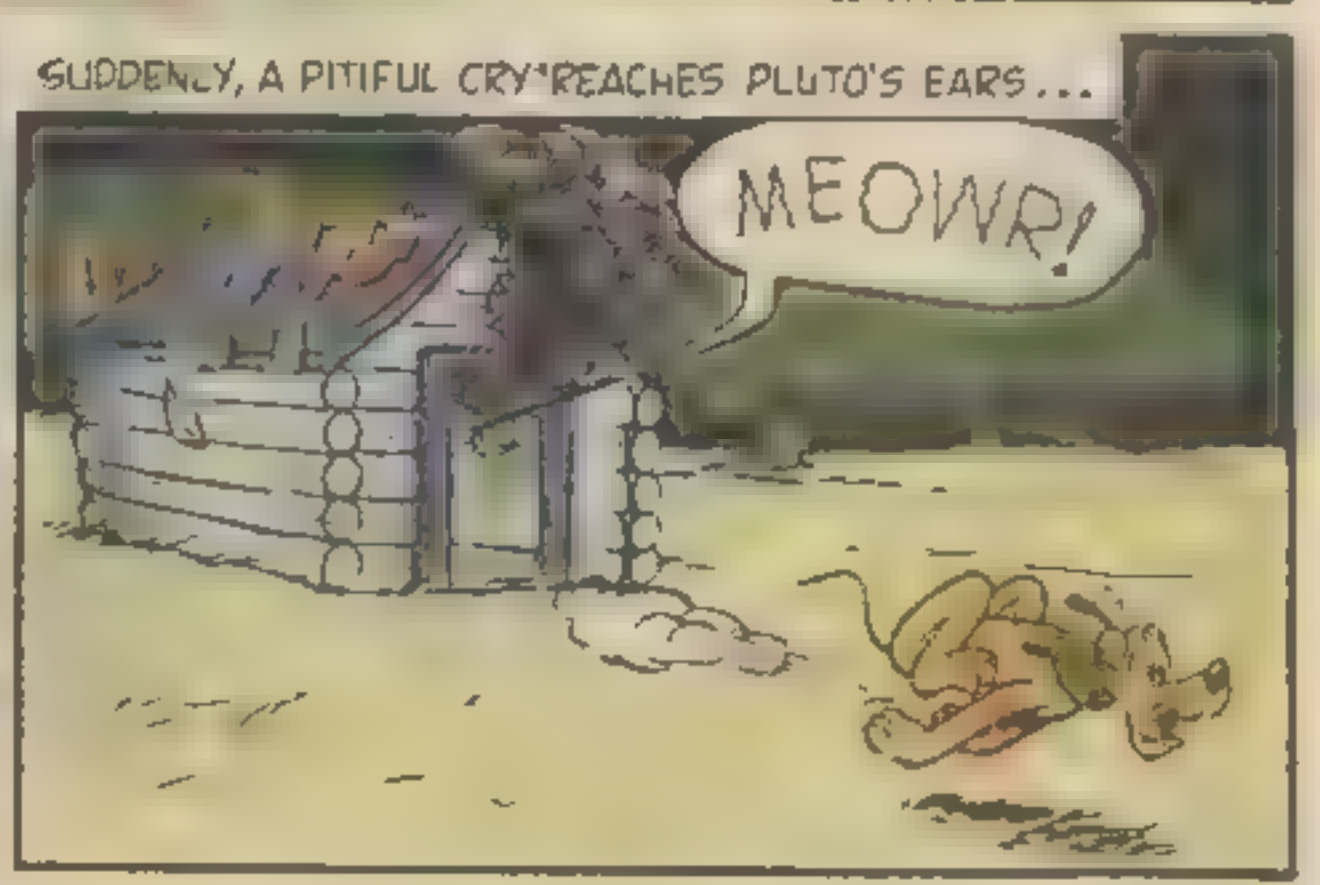

FIREWORKS THEY MUST BE SETTING OFF THE DISPLAY . . HEY!
MEOWR!

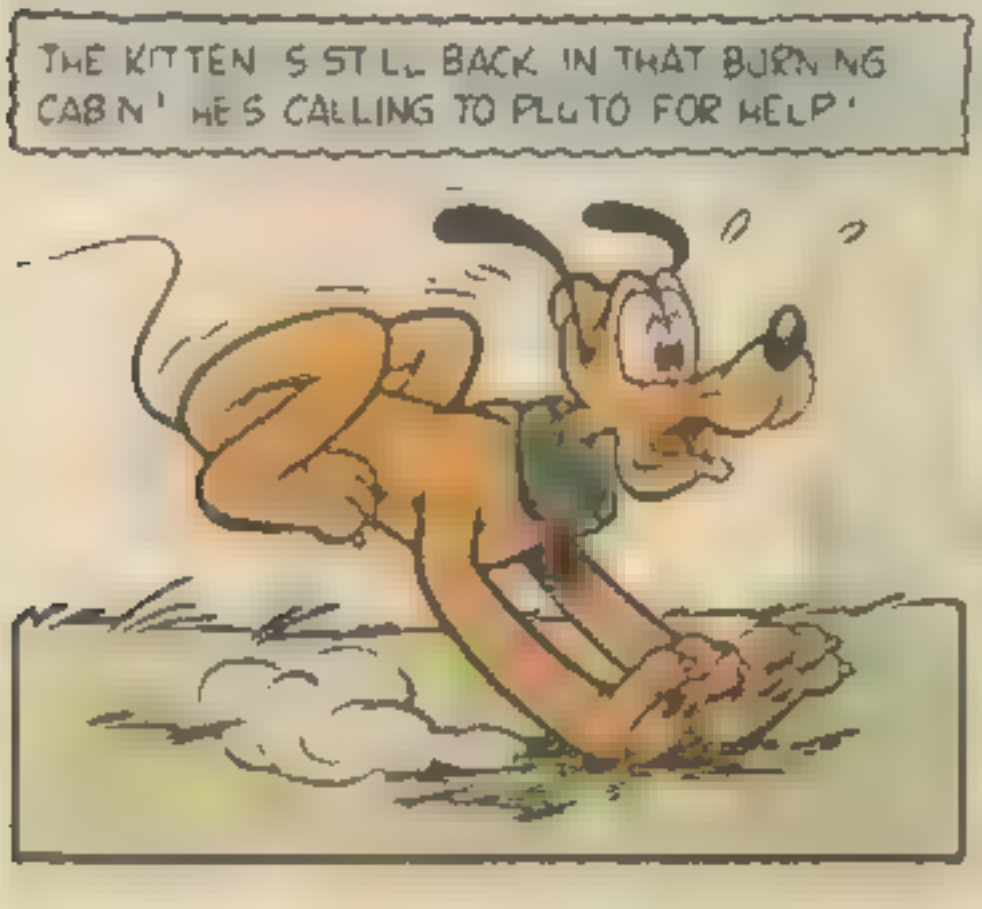

HEY KITTEN . YOU'RE LOOKING TO THE WRONG GUY FOR PROTECTION HE'S A SCAREDY-CAT WHEN IT COMES TO FIREWORKS, TOO!
POW!
BOOM!
BANG!

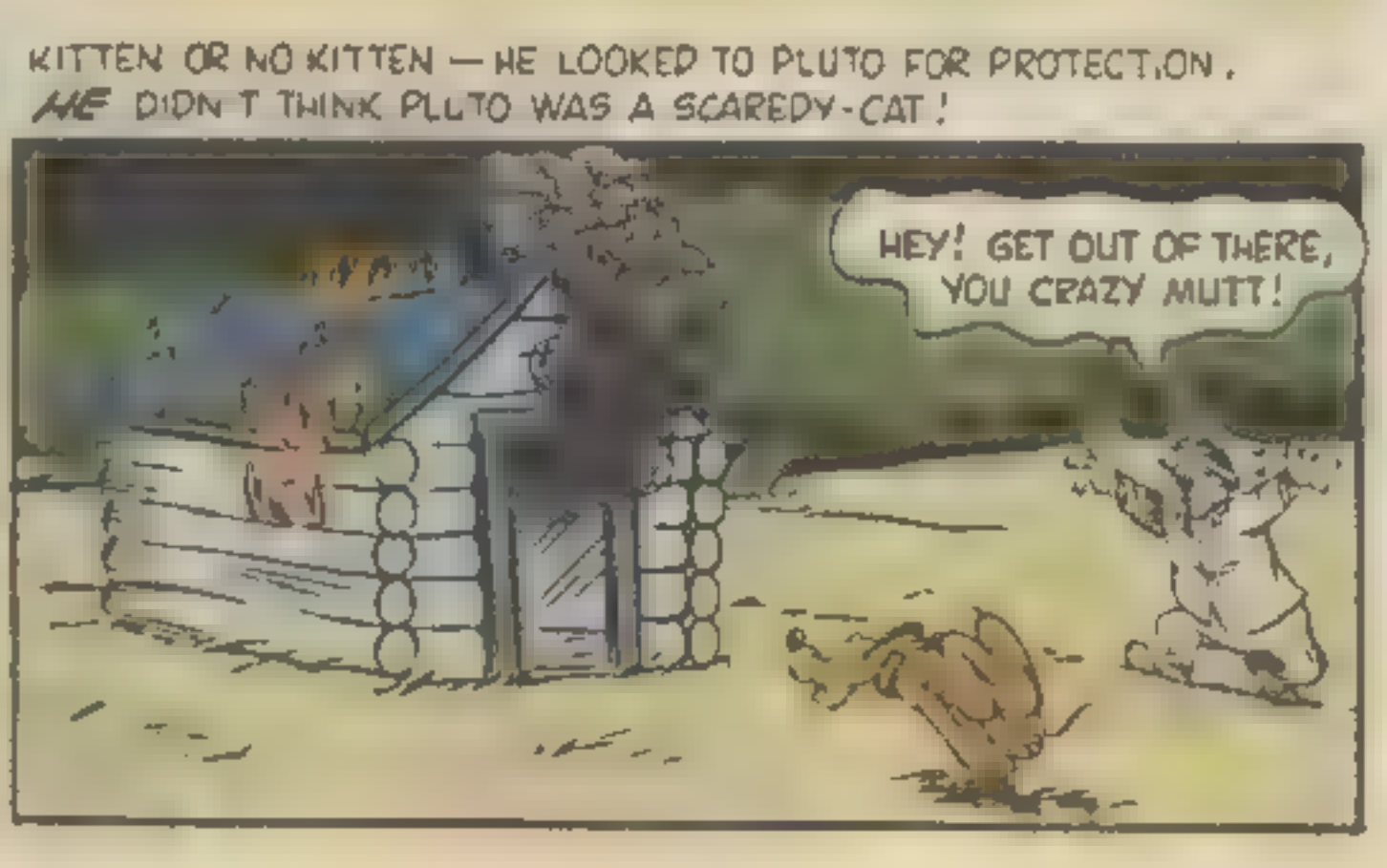

OKAY, JOE! TOUCH OFF THE INDIAN ATTACK!
RIGHT.


POW!
SSSSSS


THAT WAS TOO CLOSE. GOOD-BY!


SUDDENLY, A PITIFUL CRY REACHES PLUTO'S EARS . . .
MEOWR!


THE KITTEN IS STILL BACK IN THAT BURNING CABIN! HE'S CALLING TO PLUTO FOR HELP!


KITTEN OR NO KITTEN — HE LOOKED TO PLUTO FOR PROTECTION. HE DIDN'T THINK PLUTO WAS A SCAREDY-CAT!
HEY! GET OUT OF THERE, YOU CRAZY MUTT!

SO, BY THE ROCKET'S RED GLARE AN UNEXPECTED THRILL IS PROVIDED THE SPECTATORS!

FOR CRYING OUT LOUD! HE'S GOT A KITTEN!

MEOWR!

WHY, IT... IT'S *PLUTO!*

THAT'S THE BRAVEST THING I'VE EVER SEEN!

GASP! GASP! GASP!

DOG, YOU SHOULD GET A BIG SOUP BONE FOR THAT!

LATER...

OH, DON'T TELL ME! HERE COMES BUTCH AGAIN!

GR-R!

[illegible] I'M NOT GOING TO GET *THIS* MAD!

GRR.RR.R!

?

GRRRRR!

GRR.RR!

YI-I-I!

GASP!

YI-YI-YI-

GEE, PLUTO, YOU WERE TERRIFIC, BUT YOU SHOULDN'T HAVE TANGLED WITH BUTCH! YOU MIGHT'VE GOT HURT!

SO WHAT? PLUTO'S GOT A REPUTATION AS A [illegible] TO KEEP UP, HAVN'T HE?

Walt Disney's

JIMINY CRICKET with DUMBO and TIMOTHY in DAREDEVIL DUSTERS

TIMOTHY! LOOK OUT! THAT CLOUD! RUN!

WHY RUN FROM A SILLY DUST CLOUD?

SF 2

IT'S A CROP DUSTER'S CLOUD! THAT STUFF CAN BE MIGHTY UNHEALTHY ON LITTLE FELLOWS LIKE US!

OH, GOLLY!

GET GOING, DUMBO! GET US OUT OF HERE!

WE DON'T WANT TO GET EXTERMINATED!

IT'S OKAY NOW, DUMBO! WE'LL BE SAFE HERE!

THERE OUGHT TO BE A LAW AGAINST THOSE CROP DUSTER PLANES! GEE WHIZ, THEY KEEP ME JUMPING!

NOW, NOW! YOU LITTLE TYKES KNOW VERY WELL THOSE CROP DUSTERS ARE A WONDERFUL HELP TO FARMERS WHEN IT COMES TO FIGHTING CROP PESTS!

OH! HI...

FARMER BOWSER!

(SIGH!) I JUST WISH I COULD AFFORD TO HAVE MY FIELDS DUSTED! I'D HAVE A CHANCE AGAINST THOSE PESKY GRASSHOPPERS, THEN! BUT AS IT IS...

GRASSHOPPERS?

CRUNCH! CRUNCH! CHOMP! CHOMP!

HEAR THEM? NOW THEY'RE OVER THERE!

YOU DOGGONED PESTS... I'LL GET YOU!

HAH! I HOPE HE GOT 'EM!

NOPE! NOW THEY'RE OVER THERE!

GOOD GOLLY! FARMER BOWSER CERTAINLY HAS A PROBLEM!

CRUNCH! CHOMP! CRUNCH!

STOP IT, YOU GRASSHOPPERS! SHAME ON YOU... PICKING ON A NICE PERSON LIKE FARMER BOWSER!

WELL, LOOK WHO'S HERE!

A GABBY CRICKET!

MISTER JIMINY CRICKET TO YOU RASCALS! WHY CAN'T YOU HOOLIGAN GRASSHOPPERS BEHAVE YOURSELVES THE WAY WE CRICKETS DO?

WOWEE! HE'S A WINDY ONE!

CLOSE YOUR BIG MOUTH, WINDY! THE DRAFT IS BOTHERING US!

HA, HA! WE'VE STILL GOT LOTS OF EATING TO DO!

STOP! LET GO, YOU...

HEY! YOU CLOWNS CUT IT OUT!

HO HO! THE MOUSE WANTS HIS SHARE!

OW!

THUMP! THUMP!

DUMBO! FARMER BOWSER! HELP!

COMING!

WE TRIED TO MAKE THEM GO. FARMER BOWGER!

BUT THEY WERE TOO MUCH FOR US!

OH, THOSE PESTS!

CRUNCH! CRUNCH!

THE SCOUNDRELS! SCALAWAGS!

BOY! WOULD I LIKE TO CROP DUST *THEM!*

DUMBO! SAY! FARMER BOWSER CAN'T AFFORD TO HIRE AN AIRPLANE TO FLY OVER AND DUST HIS CROPS, BUT ... *WHAT ABOUT YOU?*

YOU COULD FLY OVER THE WHOLE FIELD... ZIP... ZOOM... AND UNLOAD ENOUGH CROP DUST TO GET EVERY ONE OF THOSE PESTS IN JUST A FEW SECONDS!

A BRILLIANT IDEA, JIMINY! COME ON! LET'S TELL FARMER BOWSER!

AND WE'D GET THEM ALL IN ONE CRACK!

WONDERFUL, JIMINY! BUT YOU UNDERSTAND I DON'T WANT TO REALLY HURT THEM! JUST GET RID OF THEM!

THAT'S WHY I HAD A CHEMIST FRIEND OF MINE MIX UP THIS SPECIAL DUST FOR ME! IT'S HARMLESS ... BUT HOTTER THAN PEPPER!

USE WITH CARE

ONE SNIFF OF ANYTHING **THIS** HOT AND ALL THEY CAN THINK OF IS HEADING FOR THE NORTH POLE! AT LEAST THAT'S WHAT THE MAN SAID. BUT SO FAR (SIGH!) ...I HAVEN'T BEEN ABLE TO CATCH THEM WITH IT!

WE'LL CATCH THEM! DON'T WORRY!

SHORTLY...

THERE! THIS OUGHT TO DO THE TRICK!

USE WITH CARE

JUST FILL UP THE FLOUR SIFTER, FARMER BOWSER... AND WE'LL TAKE OFF!

KEEP YOUR HANDKERCHIEFS OVER YOUR NOSES!

THAT'S ENOUGH!

GUESS WE DON'T HAVE TO WORRY ABOUT YOU SNIFFING ANY OF IT, DUMBO! YOUR... ER... NOSE WILL BE SO FAR OUT IN FRONT!

AND HERE WE GO! UP, DUMBO!

WE'LL CATCH THOSE PESKY GRASS-HOPPERS FLAT-FOOTED!

BE CAREFUL!

THAT'S IT! JUST KEEP CRISSCROSSING AND STAY OUT IN FRONT OF THE CLOUD, DUMBO!

WE'LL GRIND OUT TROUBLE FOR THEM BACK HERE!

HOORAY! JUST LIKE AN AIRPLANE! NOW WE'VE GOT THEM!

IF THIS DUST WORKS LIKE THE FARMER SAYS... WE OUGHT TO KNOW IT SOON!

SNIFF?

SNIFF?

SNIFF?!

YEOW! I'M SIZZLING!

I'M BOILING!

I'M HOT!

OW!

IT WORKS!

HA, HA! LOOK AT THEM GO!

LET'S GET OUT OF HERE!

I'M HEADING FOR THE NORTH POLE WHERE I CAN COOL OFF!

ME, TOO!

YOU DID IT, BOYS! THANK YOU!

THANK DUMBO! HE'S THE FLYER IN THIS OUTFIT!

YESSIREE! CONGRATULATIONS, YOUNGSTER! WHY, THIS MIGHT MEAN A WHOLE NEW CAREER FOR YOU!

SLAP! SLAP!

JIMINY! LOOK OUT!

THERE'S CROP DUST ON YOUR COATTAILS!

OH, GOLLY! I'M SORRY, DUMBO! J-JUST IGNORE IT!

SNIFF!

EE-EOW!!

NO, DUMBO! WAIT!

STOP, DUMBO!

STOP, DUMBO! COME BACK!

NOT THE NORTH POLE, DUMBO!

NO

SLOW DOWN, CHUM! YOU DON'T HAVE TO GO *THAT* FAR TO COOL YOUR TRUNK!

THERE ARE PLACES RIGHT DOWN BELOW, DUMBO! LAKES! RIVERS!

HE'S GOT NOTHING BUT THE NORTH POLE ON HIS MIND, JIMINY!

OUR ONLY CHANCE IS TO TRY AND FORCE HIM DOWN! (GASP!) AT THE RATE HE'S TRAVELING, HE'LL...

OMIGOSH! LOOK! WE'RE GETTING UP TO THE ARCTIC ALREADY!

COME ON! QUICK! MAYBE WITH BOTH OF US WAY OUT ON ONE EAR...

IT'S WORKING, TIMOTHY! WE'RE TURNING HIM!

BUT, JIMINY!

LOOK OUT! IT'S TOO STEEP A BANK! HE'S LOSING ALTITUDE!

(GULP!) WE'RE GONNA...

KAPLOOSH!

CRASH!

SIGH!

SPLUT! SPLUT!

GASP!

CHATTER! CHATTER!

BR-R-R! WELL, I'M GLAD YOU'RE FEELING BETTER, KID! THIS IS BETTER THAN W-WAY UP AT THE N-N-NORTH P-POLE, AT LEAST! I GUESS!

WH-WHAT A WAY TO SPEND A S-SUMMER DAY! SH-SHIVERING!

GET YOUR EARS GOING, DUMBO! WE WANT TO GET OUT OF HERE... BACK DOWN SOUTH B-B-BEFORE W-WE F-FREEZE!

I'M READY!

CREAK! CREAK!

Y-I! THE COLD HAS STIFFENED UP HIS FLAPPERS!

OH, NO-O! HE'LL NEVER GET THEM GOING FAST ENOUGH!

JIMINY...LOOK! AN ESKIMO VILLAGE!

AND NICE, WARM FIRES! THAT'S FOR US!

!

AH! NOBODY IN THIS IGLOO, DUMBO! WE CAN WARM UP YOUR EAR JOINTS IN HERE WITHOUT ANYBODY RAISING A BIG FUSS!

I'LL WATCH IN CASE ANY-ONE COMES!

UHOH! SOME ESKIMOS COMING THIS WAY! BACK FROM A WALRUS HUNT. I THINK!

QUICK! HIDE UNDER THESE FURS... UNTIL WE'RE SURE THEY'RE FRIENDLY!

SNIFF?

SNIFF?

GROWF!

SNAP!

EE-EOW!

?

!

DUMBO, WAIT!

COME BACK FOR US!

!

COME ON, TIMOTHY!

I'M WITH YOU!

TOO BAD WE COULDN'T STOP AND EXPLAIN THINGS TO THOSE ESKIMOS!

HEH! AT LEAST WE SPICED THEIR DAY UP A BIT!

FINALLY...

OH, BOY! BACK WHERE SUMMER IS REALLY SUMMER-TIME!

I HOPE THOSE SMART-ALECK GRASSHOPPERS ENJOY THE NORTH POLE!

(WHEW!) I'M GLAD YOU'RE ALL BACK SAFE AND SOUND!

WE STOPPED DUMBO THIS SIDE OF THE NORTH POLE!

BUT IT WAS STILL TOO FAR NORTH FOR COMFORT!

SHEESH! SPEAKING OF COMFORT... IT SEEMS AWFUL HOT BACK HERE NOW... BY COMPARISON!

YOU SAID IT, CHUM! I'M PRACTICALLY FRYING!

FARMER BOWSER... I THINK IT'S THESE SUDDEN CHANGES! IF ONLY WE COULD MAKE THINGS MORE GRADUAL! LIKE FOR INSTANCE, IF YOU COULD MAYBE... BZZZ BZZZ BZZZ BZZZ!

WHY, OF COURSE, JIMINY! I UNDER-STAND!

AND SO...

YESSIREE! THIS WILL DO IT, JIMINY!

RIGHTO, CHUMS! I FIGURE IF WE KEEP GRADUALLY EATING SMALLER SERVINGS OF *ICE CREAM* AND *COLD* LEMONADE... AND BIGGER PORTIONS OF *HOT* DOGS...

HEH! WE'RE BOUND TO GET WELL-ADJUSTED... EVENTUALLY!

WALT DISNEY'S

Mickey Mouse

in

THE PIRATES OF TABASCO BAY

THIS PLACE IS SORT OF OFF THE BEATEN PATH, GOOFY, BUT THE FISHING IS TERRIFIC IN THE BAY! AT LEAST, IT WAS A FEW YEARS AGO!

ENTERING TABASCO BAY POP. 300 MORE OR LESS

WDC&S 191

HAVEN'T YUH GOT A RELATIVE OR SOMETHIN' LIVIN' HERE, MICKEY?

YEP! UNCLE MARMADUKE! HE RUNS A RESORT HOTEL!

BOATS & TACKLE

THIS BAY USED TO BE A HANGOUT FOR PIRATES! THE MUSEUM, THERE, IS FULL OF COSTUMES AND CUTLASSES AND SUCH!

REG'LAR CAPTAIN KIDDER STUFF, EH?

PIRATE ARMOR

AND THERE'S THE HOTEL! LOOKS LIKE WE'RE THE ONLY GUESTS!

YEAH, THUH TOWN SHORE IS QUIET!

CLOSED! I DON'T GET IT! UNCLE MARMADUKE ALWAYS SAID THE LAST THING HE'D DO WAS CLOSE DOWN HIS HOTEL!

CLOSED

COULD I HELP YOU, GENTS?

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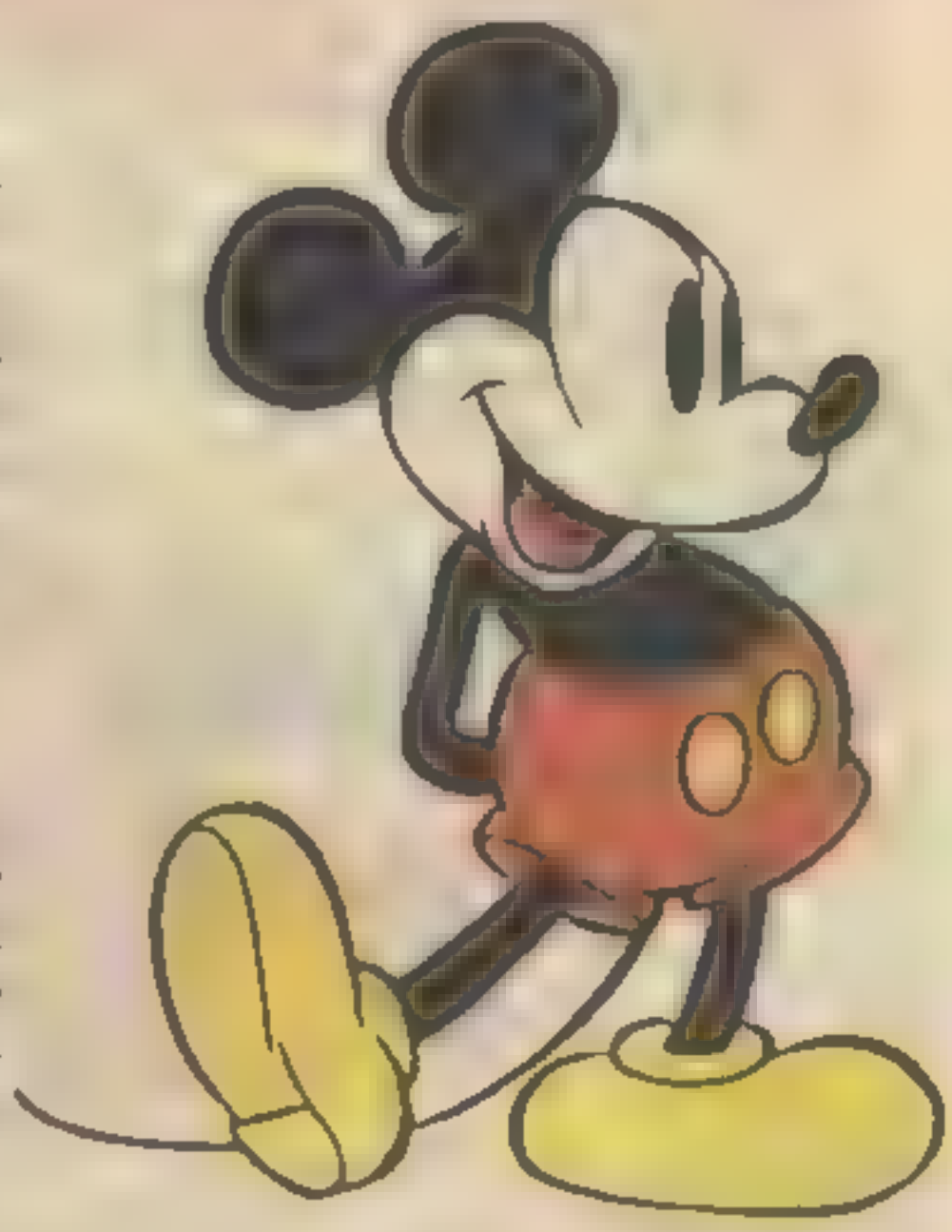
Mickey Mouse in Color

DELUXE EDITION
by Floyd Gottfredson and Carl Barks

The Deluxe Edition of **Mickey Mouse in Color** is *strictly limited* to 3,160 numbered copies, hand signed by both Floyd Gottfredson and Carl Barks! This oversize, hardbound book measures a huge 12½" × 16½", contains 248 pages (216 of which are in *full color*), and is oversewn for lasting strength. The front and back covers are decorated with die-cut foil stamps and four-color silkscreened art. A Mylar dust jacket is included for added protection.



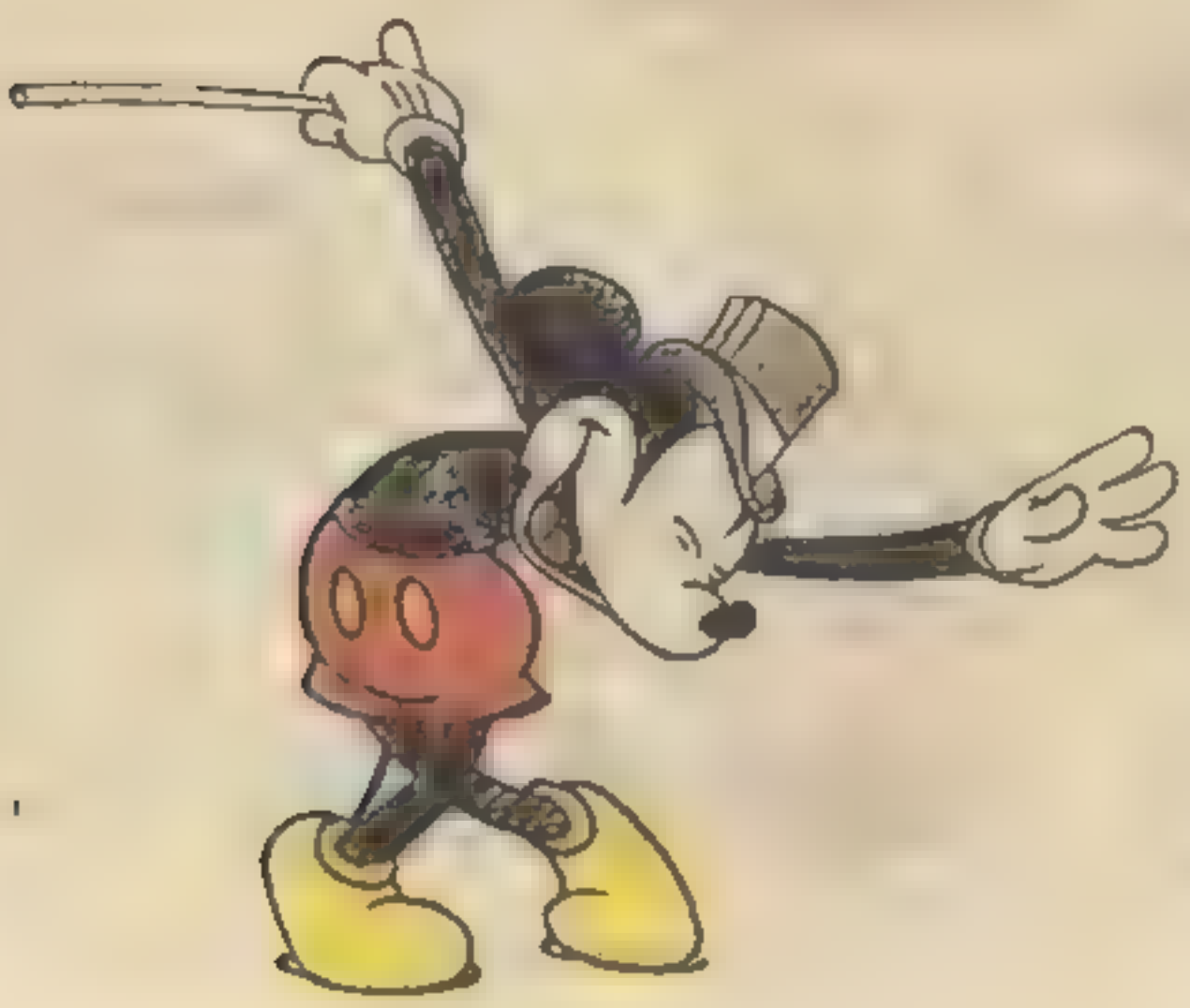
Floyd Gottfredson

72 pages are devoted to the **Mickey Mouse** Sunday page by Floyd Gottfredson, the definitive Mickey Mouse artist. These strips, from 1932–1936, are all reproduced their *full, original published size* in color using the original color proofs as guides. Included are many significant gag pages and the following four adventures:

- "Rumplewatt the Giant" from 1934.
- "Dr. Oofgay's Secret Serum" from 1934.
- "The Case of the Vanishing Coats" from 1935 (also starring Donald Duck).
- "The Robin Hood Adventure" from 1936.

An additional 72 pages feature **Mickey Mouse** daily strips by Floyd Gottfredson. All strips are reproduced their *full, original published size* with magnificent color added using subtle color schemes devised by Mike McCormick and painted by Olyoptics. The daily strips tell the following four complete adventures:

- "Blaggard Castle" from 1932.
- "Pluto and the Dogcatcher" from 1933.
- "The Mail Pilot" from 1933.
- "The Phantom Blot" from 1939—the most famous Mickey Mouse adventure of all time!



Carl Barks

Although primarily known as a Donald Duck artist, Carl Barks also tried his hand at the Mouse, especially in the early days of his Disney career. The deluxe edition of **Mickey Mouse in Color** collects his most significant Mouse work.

- Two detailed Mickey Mouse drawings Barks submitted as samples to the Disney Studios in the mid-1930s.
- "Northwest Mounted"—32 pages of color storyboards done by Barks in 1936 for an unproduced cartoon.
- A sequence of actual animation drawings by Barks shown on the screen as part of a 1936 **Mickey Mouse** cartoon titled "Thru the Mirror."
- "Riddle of the Red Hat," the only Mickey Mouse comic book story ever done by Barks, never before reprinted in the U.S.

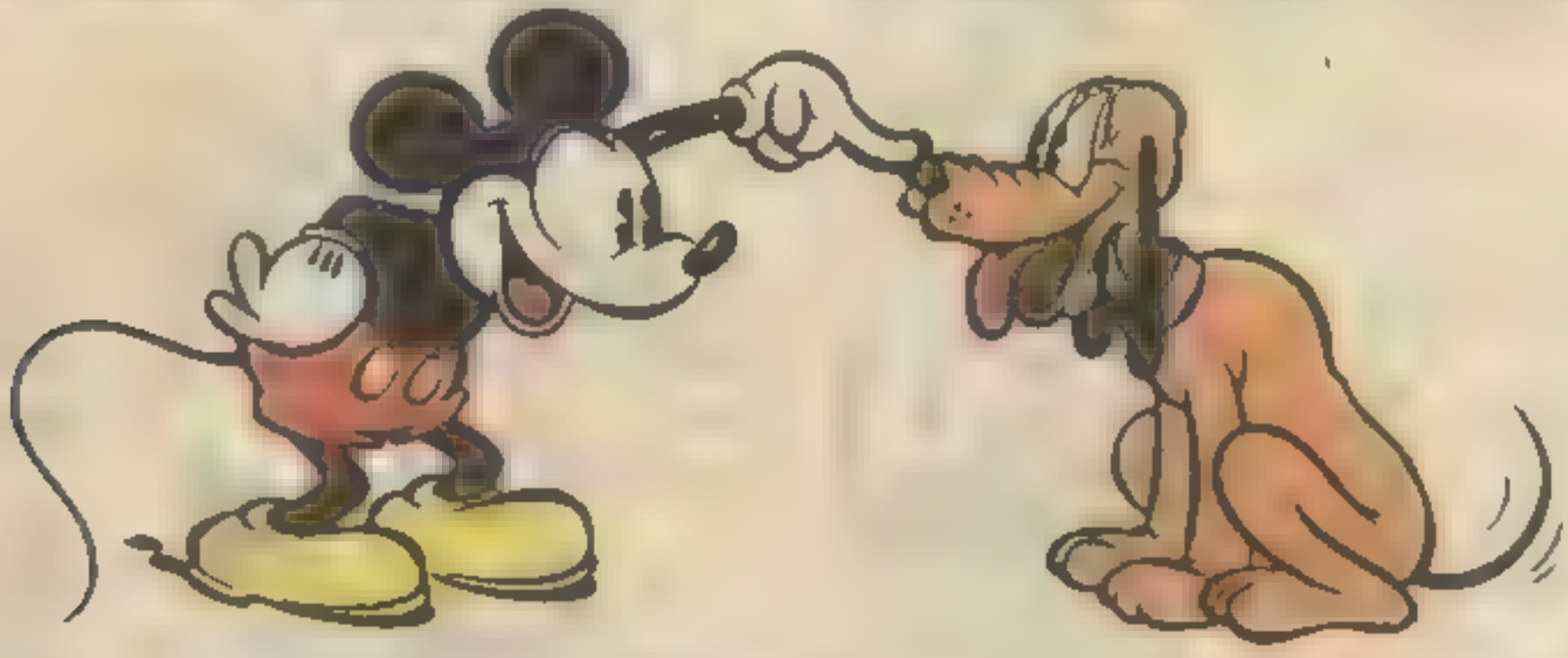
Articles and Special Features

Rounding out the book are special articles and interviews with the creators, all lavishly illustrated with rare drawings, photographs, and published art. Included are:

- An in-depth look at the **Mickey Mouse** strip by Disney historian Thomas Andrae.
- An interview with Floyd Gottfredson by Walt Disney Archivist David Smith.
- An interview with **both** Gottfredson and Carl Barks, in which they reveal many facts for the first time, conducted by Another Rainbow Publisher Bruce Hamilton.

Bonus Picture-Disc Record

Bound into all copies of the deluxe edition of **Mickey Mouse in Color** is a unique 7-inch record, numbered to match each book. It contains an excerpt of a conversation with Floyd Gottfredson and Carl Barks, presided over by Bruce Hamilton, in which the two creators reveal interesting facts about their favorite stories. This is not a cheap flexi-disc, but a standard picture-disc with a full-color head of Mickey Mouse under clear vinyl on the A side and a full-color photo of Barks and Gottfredson under clear vinyl on the B side.



Popular Priced Edition Also Available!

Mickey Mouse in Color is also available as a smaller 9" × 11" cloth-bound, hardcover book that comes complete with a full-color dustjacket. Designed for the mass market, this edition contains 192 pages and includes all of the Floyd Gottfredson comic strips featured in the Deluxe Edition in color, but not the Carl Barks art or the record. It is not a limited signed or numbered edition.

But the popularly priced edition is the right book for anyone who just wants to *read* Gottfredson's classic Mickey Mouse strips without investing in a limited edition collectible. The same eight funny, rip-roaring adventures are included, reproduced in full-color but at a smaller size to keep the cost low. You also get the Gottfredson interview conducted by David Smith, the in-depth look at Gottfredson's career by Thomas Andrae, and more.

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HI, UNCLE MARMADUKE!

WELL, IF IT ISN'T NEPHEW MICKEY! WHAT BRINGS YOU HERE?

MY FRIEND GOOFY AND I ARE GOING FISHING! BUT HOW COME THE RESORT'S CLOSED?

NO BUSINESS! NOT A GUEST FER FIVE SEASONS! IT'S ENOUGH TO DISCOURAGE A FELLOW!

BUT TABASCO BAY HAS *EVERYTHING*... GOOD FISHING, SWIMMING, CLIMATE...

SO'VE LOTS OF OTHER PLACES EASIER TO GET TO!

Y' KNOW, WHAT TABASCO BAY NEEDS IS *SOMETHING DIFFERENT* TO *ATTRACT* PEOPLE!

SUCH AS?

A *PIRATE DAYS FESTIVAL!* HAVE ALL THE PEOPLE IN TOWN DRESS UP IN PIRATES' COSTUMES AND PUT ON A BIG SHOW! I KNOW A TV COMMENTATOR WHO'LL BE GLAD TO MENTION IT ON HIS PROGRAM! WHAT HAVE YOU GOT TO LOSE?

NOTHIN', I GUESS! IT SOUNDS GREAT! I'LL SEE WHAT THE TOWNSPEOPLE THINK!

SANDY HEIGHTS

LATER, AS PLANS SHAPE UP...

MR. CAULK, THE BOATBUILDER, SAID HE CAN DUMP OUT THAT HULK AND GET HER FLOATING ON THE TIDE!

FLYING FLOUNDER

I READ THAT THE OLD PIRATE, PISMO LA TABASCO, USED TO RAID TOWNS ALONG THIS COAST! AS A GRAND CLIMAX TO THE FESTIVAL, WE'LL STAGE A PIRATE RAID FROM THAT BOAT!

SOUNDS EXCITIN'!

COSTUMES ARE FITTED...

I FOUND ME A COSTUME, MICK! YO HO HO AND A BOTTLE O' BILGEWATER! DO I LOOK REAL FIERCE?

YOU SURE DO!

WELL, KIND OF...

I'LL NEED ONE TAILORED TO MY SIZE! GUESS THEY DIDN'T HAVE LITTLE PIRATES IN THOSE DAYS!

A PIRATE CHEST

THE NEWS GETS AROUND... ON LAND...

FOR YOU PEOPLE WHO ARE LOOKING FOR A REAL OFFBEAT VACATION. TRY THE PIRATE DAYS FESTIVAL AT TABASCO BAY!

WOW TV

AND ON SEA...

WHAT ARE YOU LISTENIN' TO THAT JABBER-MOUTH FOR, PETE?

SHUT UP! IT'S THE ONLY STATION WE GET HERE!

IF I HADN'T SWIPED THIS TV SET, WE WOULDN'T HAVE ANY ENTERTAINMENT ON THIS BLASTED TUB, SO QUIT BEEFIN'!

YES, SIR! THE SPANISH MAIN WILL COME TO LIFE AGAIN AT TABASCO BAY!

TABASCO BAY? THAT ISN'T FAR FROM HERE, IS IT?

QUIET!

TO CLIMAX PIRATE DAYS, A RAID WILL BE STAGED ON THE TOWN FROM A REAL SHIP! GREAT IDEA, EH FOLKS?

S'MATTER, PETE? WHY'D YOU TURN HIM OFF?

I'VE HEARD ENOUGH! SONNY BOY JUST GAVE ME A GREAT IDEA!

CLIC

YOU GUYS'VE BEEN ACHIN' FOR SOME EXCITEMENT! WELL, I'VE JUST DREAMED UP A NICE, SAFE WAY TO PICK UP SOME SPARE CASH!

BEFORE LONG, MICKEY'S IDEA BEGINS TO SHOW RESULTS...

OOH, LOOK! PIRATES!

SAY, CAPTAIN KIDD! HA, HA, HA! WHERE'S A GOOD PLACE TO BUNK DOWN IN THIS PORT? HA, HA, HA!

STRAIGHT AHEAD, MATEY, TO THE SANDY HEIGHTS HOTEL!

BOY OH BOY! THINGS ARE STARTING TO STIR! THAT'S THE FIFTEENTH TOURIST TO COME TO TOWN TODAY!

LET'S SEE HOW THE BOYS ARE COMING WITH FIXING UP THE SHIP! THEY'VE GOT HER AFLOAT!

OKEEBEEBEE DOKEY!

MEANWHILE...

GET A LOAD OF THE SNAZZY CARS AT THE HOTEL!

YEAH, BUT HOW CAN WE GET 'EM ABOARD SHIP?

SANDY HEIGHTS

WHAT'RE YOU USIN' FOR BRAINS... BARNACLES? WE AREN'T GOING TO SWIPE CARS! THE HOTEL PROB'LY HAS A SAFE WHERE ALL THE PEOPLE KEEP THEIR VALUABLES! GET IT?

OH!

THAT'S AFTER WE CLEAN OUT THE BANK AND THE BYSTANDERS! HAW! HAW!

I WONDER WHAT THEY'RE DO N' TO THAT OL' SCHOONER?

WHAT GOES ON, MATEY?

OH, WE'RE FIXING UP THAT OLD SHIP TO USE IN THE PIRATE RAID NEXT SATURDAY NIGHT!

NAILS

PIRATE RAID? MY, HOW EXCITING!

YEP! WE'RE GOING TO SWOOP DOWN AROUND THE POINT, JUST LIKE OLD PISMO LA TABASCO DID TWO HUNDRED YEARS AGO!

LIKE TO COME ABOARD?

THAT I WOULD! YOU GUYS WAIT HERE!

HOW MANY...UH... PIRATES ARE GOING TO BE IN ON THE RAID?

OH, SIX OR EIGHT OR SO! JUST ENOUGH TO HANDLE THE SHIP!

SWELL! THAT MEANS MY CREW'S JUST ENOUGH!

SEE THAT LITTLE FELLOW UP IN THE BOW? HE'S THE ONE WHO GOT THE IDEA FOR THIS SHOW!

HE'S A NEPHEW OF MARMADUKE MOUSE, WHO OWNS THE SANDY HEIGHTS HOTEL! NAME'S MICKEY MOUSE!

MICKEY MOUSE!

WHAT IN THE WORLD...??

??

SPLASH!

(BLUB!) I-I JUST REMEMBERED AN (GASP!) IMPORTANT APPOINTMENT! (BLUB!)

??

??

SUFFERIN' POOPDECKS, PETE! WHAT HAPPENED?

THE CAT ALMOST GOT LET OUT OF THE BAG!

THAT BLANKETY-BLINK MICKEY MOUSE IS IN CHARGE OF THIS CLAMBAKE! HE WOULD'VE SMELLED A RAT FOR SURE IF HE SPOTTED ME!

LATER... THIS PIRATES DAY FESTIVAL CERTAINLY GAVE TABASCO BAY A NEW LEASE ON LIFE, MICKEY!

YEP! THIS PLACE IS REALLY JUMPING WITH TOURISTS!

WE CAN'T THANK YOU ENOUGH FOR WHAT YOU'VE DONE FOR US! MY HOTEL'S NEVER HAD SO MUCH BUSINESS!

AW, IT'S BEEN FUN!

MARINE SUPPLIES

BUT THE REAL FUN IS YET TO COME! WAIT TILL THE PIRATE RAID! THAT'S SOMETHING I GUARANTEE TABASCO BAY WILL NEVER FORGET!

SHIP'S ALL SET TO GO, MICK! THERE'S A BOAT WAITIN' TO TAKE US ABOARD!

OKAY, GOOFY!

WE'RE GOING JUST OUT OF SIGHT AROUND THE POINT! THE RAID WILL START WITH THE FIRING OF A CANNON!

FINE!

SHORTLY... GEE, MICK! FOG'S COMING IN! I THINK WE OUGHT TO GO THROUGH WITH THUH RAID?

WE CAN'T PUT IT OFF! TOO MANY PEOPLE CAME JUST TO SEE IT! BESIDES, WE'RE GOING TO TURN AROUND NOW!

MEANWHILE... THIS FOG'S MADE TO ORDER! WE WON'T HAVE ANY TROUBLE TAKIN' 'EM BY SURPRISE! WE'LL GO UP THAT ROPE LADDER AMIDSHIPS!

BOY, WE DIDN'T TURN A SECOND TOO SOON THE FOG'S CLOSING IN FAST! HOPE WE CAN OUTRUN IT TO LAND!

FLYING FLOUNDER

OKAY, GENTS! GET YORE HANDS HIGH OR I'LL BLAST YUH!

HEH! HEH! THE BOYS ARE REHEARSING THE ACT!

YESSIR!

HOW'D WE DO, *BOSS*?

YOU MEAN ME? OH, IT SOUNDED FINE! BUT WHERE'S YOUR PIRATE COSTUME?

OH, I'LL FIND ONE TO FIT ME ON ONE OF THOSE FELLERS, *BOSS*! TAKE 'EM BELOW, BOYS! QUICK!

SAY! WHAT *IS* THIS?

I SURE HAND IT TO YOU, *BOSS*! WHO ELSE WOULD'VE THOUGHT OF USIN' THIS AS AN EXCUSE FOR A *REAL RAID* ON THE TOWN?

SAY...! YOUR VOICE SOUNDS FAMILIAR!

IT *SHOULD* BE, *BOSS*! WE'RE OL' PALS...SEE?

PETE!

YOU CAN'T GET AWAY WITH THIS !

WHY NOT ? IT'S FOOLPROOF! EVERYBODY KNOWS THE RAID'S **YOUR** IDEA!

NOBODY'LL CONNECT PORE OL' PETE WITH IT! THEY'LL BE LOOKIN' FOR **YOU!**

THEY'RE ALL STOWED AWAY, CAP'N! HERE'S A COSTUME FOR YOU!

THEN...

HERE THEY COME!

BOOM!

OH, BOY! WHAT A SHOT!

CLICK!

ISN'T THIS *THRILLING*?

IT'S GREAT!

HEY! STAND ASIDE! LET SOMEBODY ELSE GET A CHANCE!

TO BE CONTINUED

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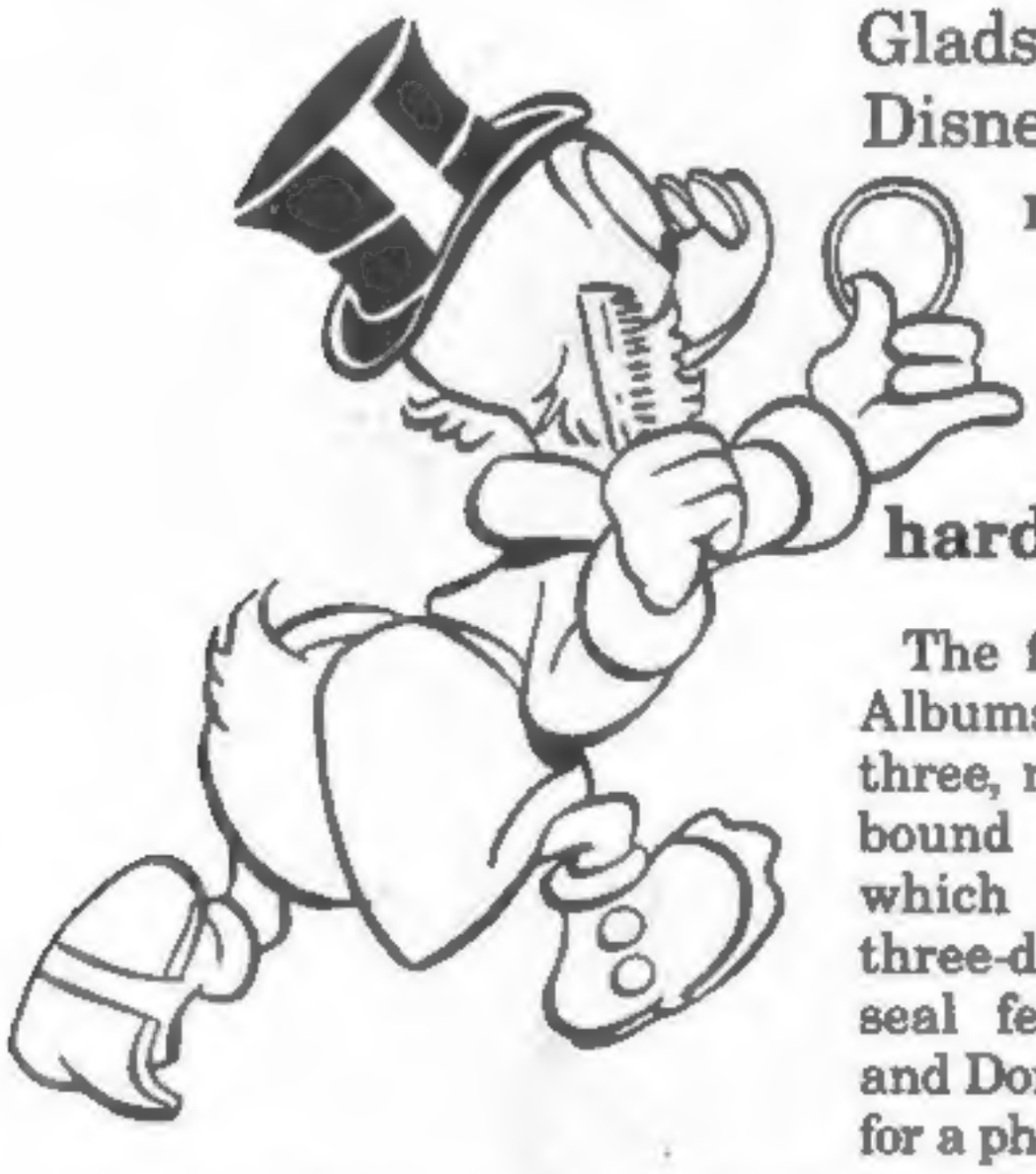

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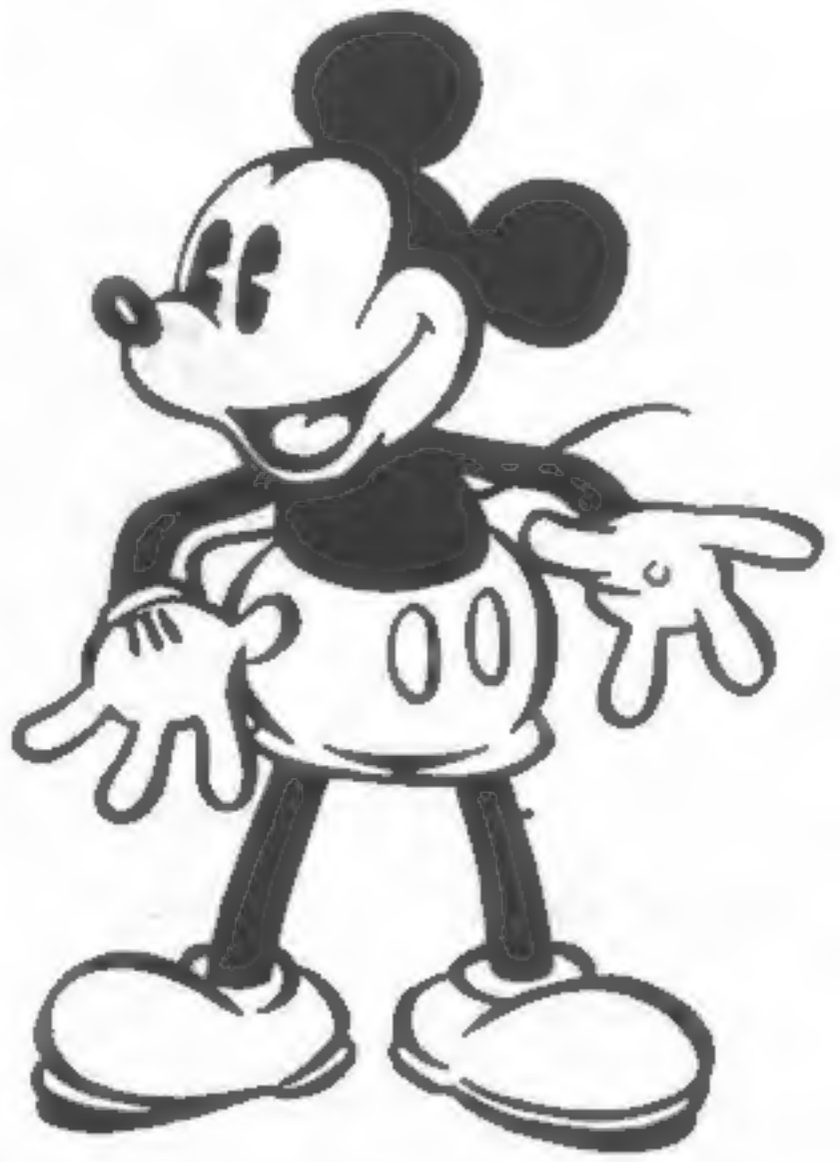

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